NINTENDO SEGA NEC ATARI IBM APPLE COMMODORE AMIGA

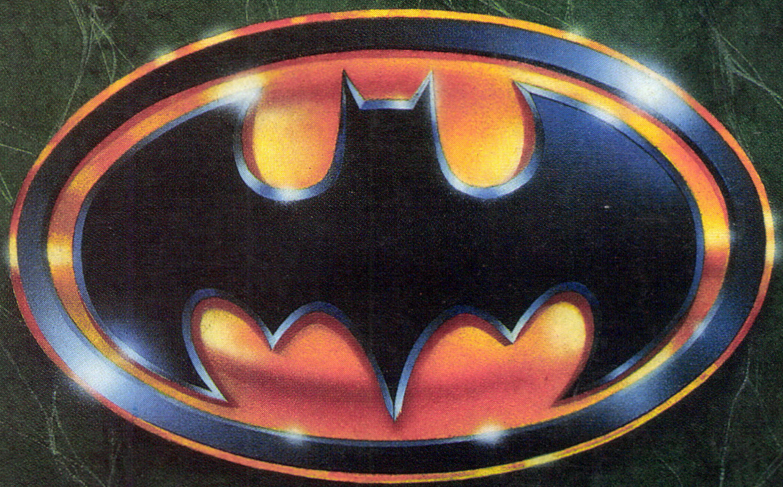
FDC 50080

VideoGames & Computer Entertainment™

March 1990

U.S.A. $2.95
Canada
$3.95

BATMAN COMES TO THE NES!
The Whole Story on the Making of Sunsoft's Exciting Action Game

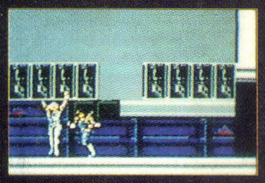


See page 44 for details on our special Batman flipbook animation

Maps & Tips:
NEC's *Blazing Lazers*, Part 2



Capcom's *Strider*, Part 1



Boot Camp for Brigadiers: Our Survey of Combat Games Will Put You at Ease



03
0 74369 50080 8



BLOOD AND GUTS.

Introducing two new hits that are going to make your Game Boy™ scream with fear and excitement.

In Castlevania-The Adventure™ from Konami,® you'll journey with Simon Belmont on his third—and possibly most terrifying—quest through a maze of torture chambers and vampire crypts.

While in Motocross Maniacs™ from Ultra,® you'll get down and dirty in an off-road rad race where Nitro Turbo Boosts are the difference between popping wheelies and biting the dust.

So, all of you speed demons and daredevils, shift your courage into high gear and prepare to splatter your shiny new Game Boy with a little mud... and blood.

KONAMI®

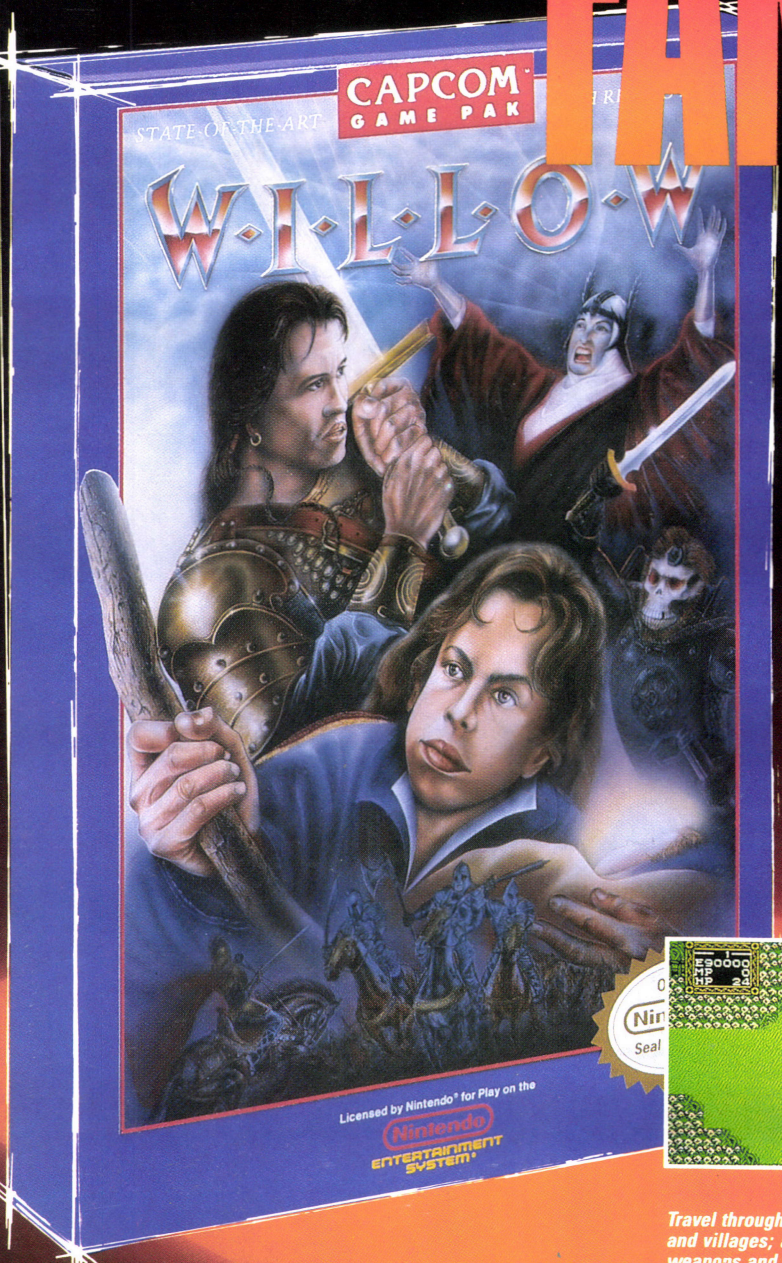
Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Castlevania-The Adventure™ is a trademark of Konami Inc. Motocross Maniacs™ is a trademark of Ultra Software Corporation. Konami® is a registered trademark of Konami Industry Co., Ltd. Ultra® is a registered trademark of Ultra Software Corporation. © 1989 Konami Inc.

CIRCLE #101 ON READER SERVICE CARD.

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

Official Nintendo Seal of Quality

PREPARE FOR A WICKED FANTASY



Travel back to a time of sorcery and magic when the evil Queen Bavmorda ruled the land under a reign of terror.

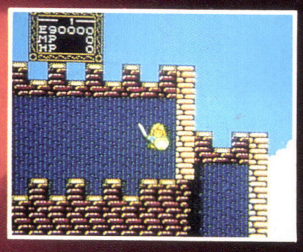
According to legend, a baby has been born who will destroy the heartless ruler. But the Queen vows she'll slay the child first!

As Willow, the child's chosen protector, you must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army. In the meantime, your fate depends on collecting an arsenal of swords, shields and magic for the ultimate confrontation with the Queen!

So prepare yourself for the only action fantasy with wicked graphics and playability. From Capcom U.S.A.



Travel through mysterious forests and villages; accumulating weapons and magic.



Be on guard for an action-filled battle with Queen Bavmorda.

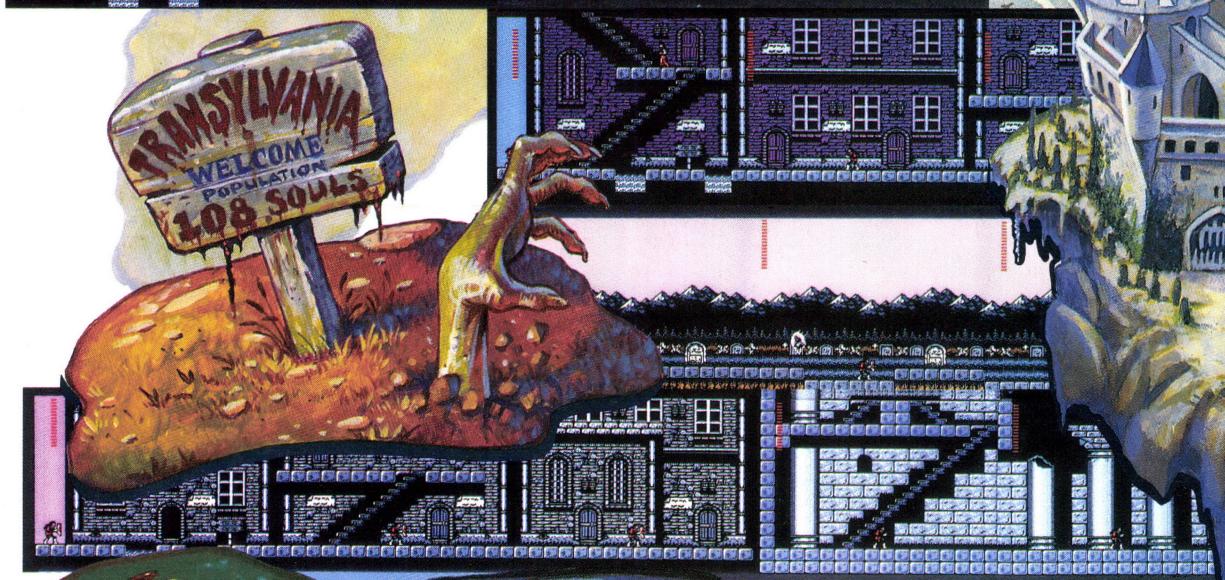
CAPCOM® USA

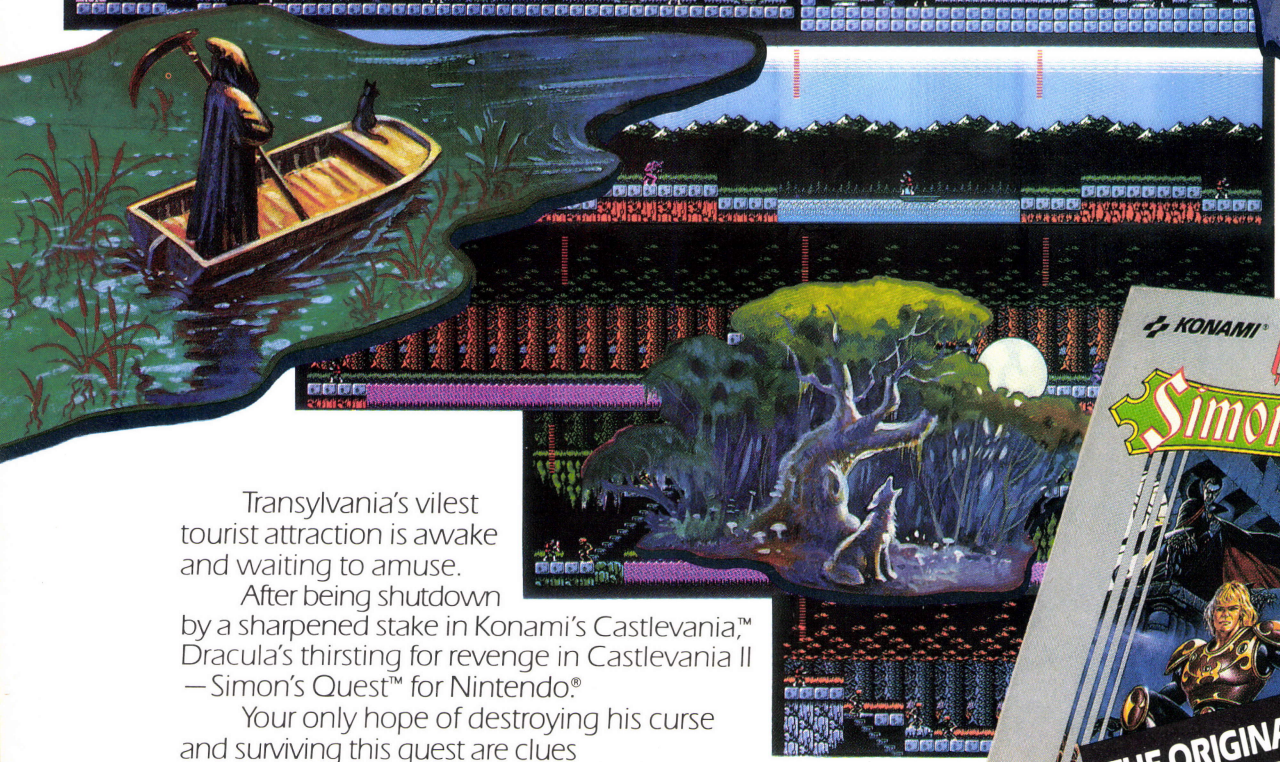
Call or write: Capcom U.S.A., Inc. 3303 Scott Blvd. Santa Clara, CA 95054 (408) 727-1665

CIRCLE #102 ON READER SERVICE CARD.

A NICE PLACE TO VISIT, BUT YOU WOULDN'T WANT TO DIE THERE.



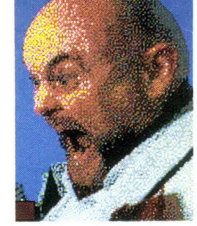




Cover: Dark and sinister is the mood for *Batman*, Sunsoft's NES version of the popular 1989 movie. Be sure to turn to page 40 for details on this hot new game and a look at how it was developed.

Cover art: Alan Hunter
™ & © 1964 DC Comics Inc.
™ & © 1989 DC Comics Inc.

Contents



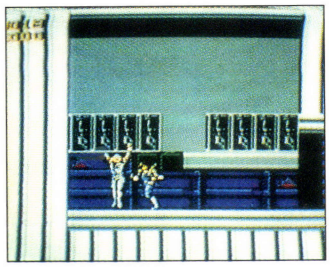


MARCH 1990

FEATURES

40
BATMAN: GOTHAM CITY'S CAPED CRUSADER™ GLIDES ONTO VIDEO-GAME SCREENS
by Andy Eddy
VG&CE *spoke to people behind the scenes at Sunsoft about their recent development of the* Batman *cartridge for the NES.*

50
HIRYU'S SECRET MISSION: A PLAYER'S GUIDE TO STRIDER, PART I
by Clayton Walnum
If you don't find the disks and keys, you won't be able to save Kain, but don't worry—our expert will help you.

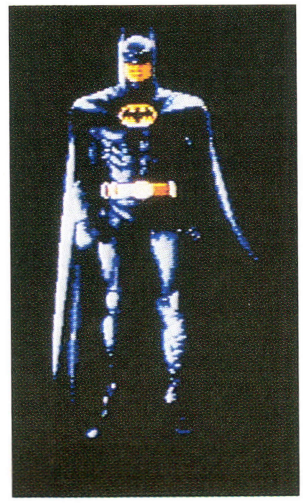


64
BLAZING LAZERS STRATEGY GUIDE, PART II
by Lee H. Pappas
This month we finish up the final sections of this terrifying TurboGrafx-16 game.

78
BOOT CAMP FOR BRIGADIERS: VG&CE'S MANUAL OF COMPUTER COMBAT TRAINING GAMES
by Arnie Katz
Battlefield simulations are so popular these days, but it's hard to choose the right one. Soldiers, we order you to check out our survey.

110
COMPUTER-GAME STRATEGIES
by Frank Tetro Jr.
Lasso a chair and read through Frank's advice for completing Wibarm, Buffalo Bill *and* Targhan.

SPECIAL FEATURE!
VG&CE has a flipbook animation of a scene from Sunsoft's Batman video game. To understand how it works, turn to page 44 for an explanation.



REVIEWS

22
VIDEO-GAME REVIEWS
One on One: Jordan vs. Bird, Cloud Master, Galaga '90, Silkworm, Shadowgate, Back to the Future *and* Phantasy Star II.

94
COMPUTER-GAME REVIEWS
Welltris, David Wolf: Secret Agent, Fiendish Freddy's Big Top o' Fun, Red Lightning, F40 Pursuit Simulator, Face Off, Omega *and* Paperboy.

DEPARTMENTS

EDITOR'S LETTER 6
READER MAIL 10
NEWS BITS 12
EASTER EGG HUNT 36
DESTINATION ARCADIA 74
INSIDE GAMING 90
GAME DOCTOR 108
ADVERTISER INDEX 111

VIDEOGAMES & COMPUTER ENTERTAINMENT is published monthly by L.F.P. Inc., 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Copyright ©1990. All rights reserved. Nothing may be reproduced in whole or in part without written permission from the publisher. Return postage must accompany all manuscripts, drawings, disks, etc., if they are to be returned, and no responsibility can be assumed for unsolicited materials. All rights reserved on entire contents. U.S. subscription: $19.95 for 12 issues. Foreign subscription: Add $10 per year. Single copy $2.95. Change of address: six weeks advance notice and both old and new address are needed. POSTMASTER: Send change of address to **VG&CE** Magazine, P.O. Box 16927, North Hollywood, CA 91615. Address all advertising materials to: Paula Thornton—VIDEOGAMES & COMPUTER ENTERTAINMENT Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210; (213) 858-7155. Nintendo is a Registered Trademark of Nintendo of America Inc. Sega is a Registered Trademark of Sega of America, Inc. Atari is a Registered Trademark of Atari Corp.

VideoGames & Computer Entertainment

Published by L.F.P. Inc.

Editor-in-Chief
LEE PAPPAS

Executive Editor
ANDY EDDY

Art Director
LAURIE FERGUSON

Assistant Art Director
MAXINE NAYLOR

Computer Entertainment Editor
ARNIE KATZ

Computer Entertainment Associate Editor
BILL KUNKEL

News Editor
JOYCE WORLEY

Copy Chief
SARAH WEINBERG

Copy Editor
NORMA EDWARDS

Editorial Assistant
COLLEEN CREMORA

Network Operations
DAVID BUCHANAN

Computer Consultant
FRANK COHEN

Vice-President, Production
DONNA HAHNER

Production Assistant
STEVE HOPKINS

National Advertising Manager
JEFFREY EISENBERG
JE PUBLISHER'S REPRESENTATIVES
Address all inquiries to:
6855 Santa Monica Blvd., Suite 302
Los Angeles, CA 90038
(213) 467-2266
FAX: (213) 462-0684

For advertising inquiries only:
(800) 678-9321

Advertising Production Director
JANICE ROSENBLUM

Advertising Production Coordinator
GREGG MITCHELL

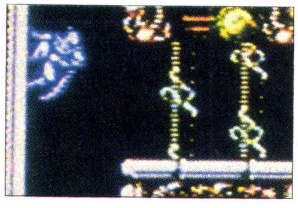
Corporate Advertising Director
DEBBY EDEN

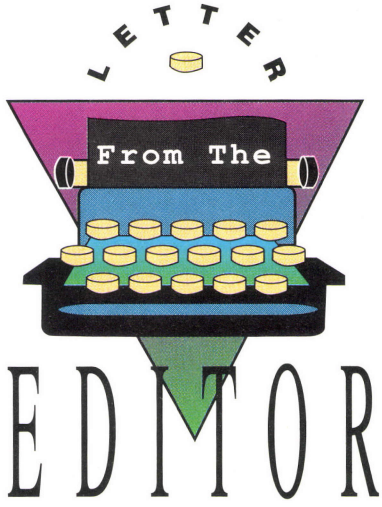
Vice-President, Sales and Marketing
JIM GUSTAFSON

Subscriptions
IRENE GRADSTEIN

For subscription information, call
(818) 760-8983.

Editorial Offices
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210
(213) 858-7100
Fax: (213) 274-7985

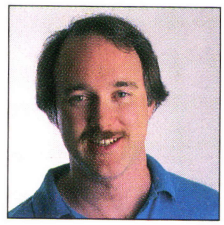




EDITOR

As this issue is going to press, an interesting revelation is taking place in a town not well-known for its impact on the video-game industry—Washington, D.C. Sure enough, the nation's capital may soon have something to say about video gaming.

Representative Dennis E. Eckart of Ohio, chairman of the Subcommittee on Antitrust, Impact of Deregulation and Privatization has held a press conference on his committee's findings on Nintendo's role in the video-game world.



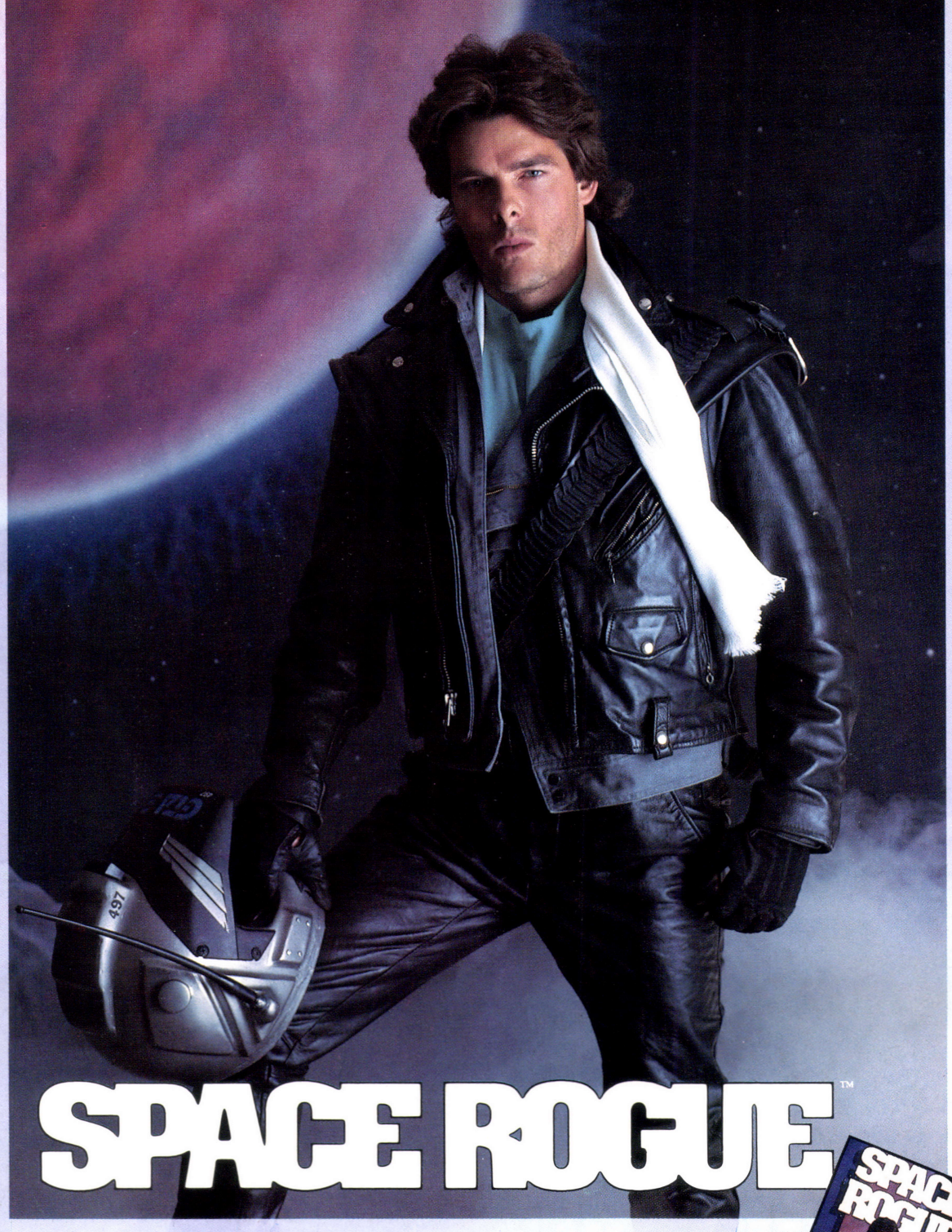
Eckart and his colleagues have scrutinized Nintendo's way of conducting business and determined that the way the NES and associated software is sold is likely to be in violation of U.S. laws regarding antitrust; namely, that they are restricting fair competition by other companies. Indeed, I touched on that issue a few months ago in this column (VIDEOGAMES & COMPUTER ENTERTAINMENT, October 1989), but now it seems that certain politicos (and perhaps the Attorney General's office, who has been contacted by Eckart) are coming up with the same opinion: Nintendo has possibly used shady measures to build their empire in America.

Among the conclusions that Eckart and his colleagues derived were:

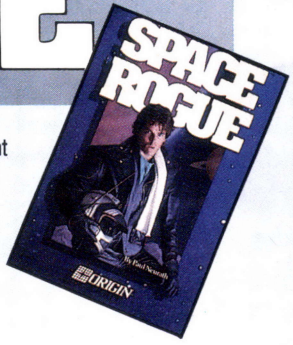
- The lock-out chip, which Nintendo claims it uses to eliminate the possibility of large quantities and/or poor-quality software eroding the market, is likely employed to restrict competitors from releasing NES-compatible cartridges. In fact, as we go to press, Nintendo filed yet *another* court suit against Tengen/Atari Games for use of "proprietary" computer code contained in the NES lock-out chip. (Atari Games Senior Vice-President Dennis Wood claims the code was publicly available at the U.S. Copyright office.)
- The chip "shortage" Nintendo claimed affected cartridge quantities may have been partly contrived to drive up demand (and cost), creating "Nintendo-mania" around the country.
- Software cost is also driven up by Nintendo's practice of requiring that all cartridge production takes place in its Japanese factories, which means that NES carts are export items.

What does this mean to *you*? Well, if Nintendo is found in violation of U.S. law, the end result will be a larger base of software at a lower cost. I doubt claims that we'll see another "1983"—when the video-game market collapsed, supposedly from large quantities of lousy software. And best of all, you'd be able to play a particular title on *any* system, rather than buy a console on the basis of the titles available for it. In Japan, games commonly *cross over* to different systems, as evidenced by *Altered Beast* appearing on the Mega Drive and PC Engine simultaneously.

If you care to voice your opinion, write us at VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, and we'll relay it to the powers-that-be in Washington. Let's keep our fingers crossed that freedom of choice will be offered to us via new policies from Nintendo.



SPACE ROGUE™



Rocket into the striking realism and spectacular visuals of **SPACE ROGUE**, the phenomenal 3D space flight simulation. You'll discover authentic flight dynamics, precision navigational aids and sophisticated weapons technology as you maneuver through turbulent ion storms and confront alien foes. You'll visit space stations and mining outposts — swapping tales with pirates, drinks with friends and goods with merchants. It's the seamless integration of space flight and role playing that makes **SPACE ROGUE** the first ORIGIN Cinematic Experience™.



IBM/COMPATIBLE VERSION



IBM/COMPATIBLE VERSION



APPLE VERSION

ORIGIN™
We create worlds.™

Available for: IBM/Tandy/compatibles, C-64/128, Apple II series, *coming soon for*; Amiga and Macintosh; actual screens may vary.

Can't find SPACE ROGUE at your local retailer? **Call 1-800-999-4939 (8am to 5pm EST) for Visa/MC orders; or mail check or money order (U.S.$) to ORIGIN. All versions $49.95; shipping is FREE via UPS. Allow 1-2 weeks for delivery. ORIGIN, P.O. Box 161750, Austin, Texas 78716.**

CIRCLE #104 ON READER SERVICE CARD.

Enjoy Hudson

BE THERE! with the Magic of Sound.



BE THERE! Feel like part of the action with Hudson's New **Personal Stereo Controller** and the magic of sound effects.

Just put on the stereo earphones. And get ready. Sound shifts rapidly from ear to ear, while video images race across the screen. It's fun and intense – almost real – as the excitement swirls around you.

The joycard also comes equipped with volume control. Plus, a rapid-fire setting of up to 15 shots per second – for when you need maximum power.

So look for Hudson's new controller wherever you buy video game equipment. The magic of sound will make you feel like it's more than just a game.



NO MORE TV NOISE.

LICENSED BY NINTENDO ®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

HUDSON GROUP
HUDSON SOFT®

Hudson Soft USA, Inc., 400 Oyster Point Blvd., S-515
South San Francisco, CA 94080 TEL: 415-495-HINT

Hudson Soft is a trademark of Hudson Soft Co., Ltd. JOYCARD SANSUI SSS is a trademark of Hudson Soft USA, Inc. SANSUI is a trademark of SANSUI ELECTRIC CO., LTD. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

Enjoy Hudson

XEXYL™

SPACE ADVENTURE



The year's 2777. And earth is gripped by terror! **XEXYZ**, a peaceful global kingdom, has been attacked by a great space fortress of bizarre mechanical beasts! The whole planet is enslaved, doomed to a nightmarish existence. ☐ Only you, a lone Star Warrior, can challenge the robotic monsters and their cruel empire. Only you can save earth from its horrible fate. ☐ Play **XEXYZ**, live **XEXYZ**. Look for it today at your favorite video store.

Official Nintendo Seal of Quality

LICENSED BY NINTENDO® FOR PLAY WITH THE Nintendo ENTERTAINMENT SYSTEM®

HUDSON GROUP
HUDSON SOFT®

Hudson Soft Inc, Inc., 400 Oyster Point Blvd., S-515
South San Francisco, CA 94080 • Tel: 415-495-HINT

Hudson Soft® is a trademark of Hudson Soft Co., Ltd. XEXYZ™ is a trademark of Hudson Soft USA, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

CIRCLE #105 ON READER SERVICE CARD.

READER MAIL

FROM THE HEARTLAND

Dear VG&CE:

I was wondering if you ever get any mail from where I live. I never see any *Easter Eggs*, tips or letters from fellow Kansans. It's like I'm your only fan here in Kansas!

Anyhow, I've been giving some thought lately to purchasing one of Mattel's Power Gloves to use with my video-game system. I'd like to find out some more information



(i.e., is it worth the price?) before I shell out the cash. Thanks again, and keep up the great work!

—Edward Driver
Mission, Kansas

Thanks for dropping us a line, Edward. We're always glad to hear from any of our readers, no matter where they are located. Call some of your friends, and have them drop us a line!

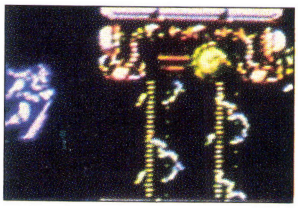
If you need further information on the Mattel Power Glove, check out the September 1989 issue of VG&CE *which featured this exciting new product.*

REBUTTAL

Dear VG&CE:

Congratulations on your fine magazine. As assistant to the president of HAL America, a Nintendo licensee, I find your magazine to be an invaluable guide to the video-game industry. As an avid game player, I read all of your game reviews to help decide what games to buy for our company video-game library.

I would like to respond to David Plotkin's review of our Nintendo game, *Vegas Dream*, published in the October 1989 issue of VG&CE. *Vegas Dream* has gone through many revisions since the advance version reviewed by Mr. Plotkin was sent out. Mr. Ito of Hal Laboratories and I have spent literally hundreds of hours on two continents to make the game as much like a trip to a real casino as possible.



The points of game play Mr. Plotkin criticized in his review have all been corrected in the final production version, as I'm sure the enclosed game cartridge will show. Our corrections include:

- Changing Miss to Ms. was the very first change we made.
- There is a difference between the "Vegas Dream" and "One Spot" options, but the difference is not immediately apparent. One Spot is a straightforward, no-frills gambling game, while the Vegas Dream option includes many of the characters and situations you might encounter in a real casino.
- Realizing that the letter "O" and number "0" were difficult to distinguish on some screens, the game was changed to accept both interchangeably. And the password option now works correctly.
- The screen scrolls back and forth during blackjack play in order to have room for four hands to be played simultaneously.
- The instructions included with the first prototypes, described as "woefully inadequate," were not meant to be instructions at all, but a thumbnail sketch of controller functions designed to enable people playing these early prototypes to operate the game. A glance at the enclosed copy of the manual will show that although *Vegas Dream* was not designed to be a gambling tutor, all of the terms we thought might not be widely understood have been explained in detail.

One final note: Because of the—dare I say it?—computer-chip shortage, the aspect of *Vegas Dream* that will truly be woefully inadequate will be the available supply of cartridges. The first shipment (expected in late March) will be very small, and the possibility of subsequent shipments is somewhat doubtful. In an effort to make sure that as many of our most loyal fans as possible will be able to buy a copy, we have decided to distribute *Vegas Dream* by mail order only. Spring issues of the most widely read video-game magazines (including VG&CE) will have a full-page ad that



will include a marketing survey, an order form and a mailing label. Orders from fans who have written or called us to find out how to get a copy will be filled first, then orders will be filled on a first come, first served basis. I already have mine reserved!

Thanks to everyone on the staff of VG&CE, and keep up your great coverage of the video-game scene.

—Tim Rooney
HAL America

Thanks for your comments, Tim. If we make a mistake, we're sure willing to admit it. Our apologies for the errors, but these things happen occasionally when prototypes are used for review—a necessity since game-release schedules are changed frequently, and we have a four-month lead time. We certainly can't fault our reviewers for problems like this.

CORRECTIONS

Our November 1989 issue contained a list of video-game companies, but Sofel's phone number was listed incorrectly. Please call (213) 458-3957 for video-game inquiries.

Similarly, our December 1989 issue contained a list of computer-game companies, but we neglected to mention MicroProse. You can reach them at 180 Lakefront Drive, Hunt Valley, MD 21030; (301) 771-1151.

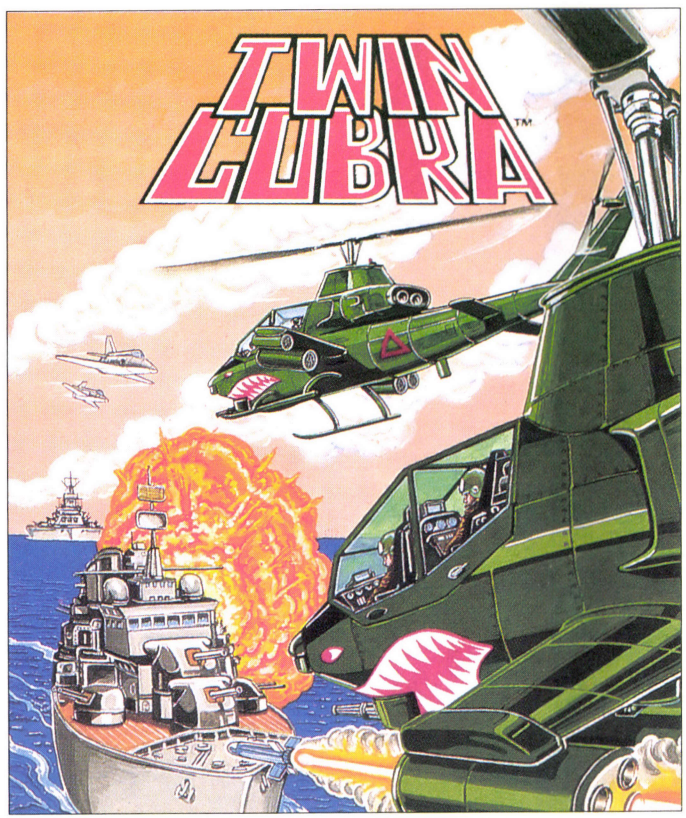
Finally, we incorrectly spelled Michael Besso's name in the *Reader Mail* column in the December 1989 issue.

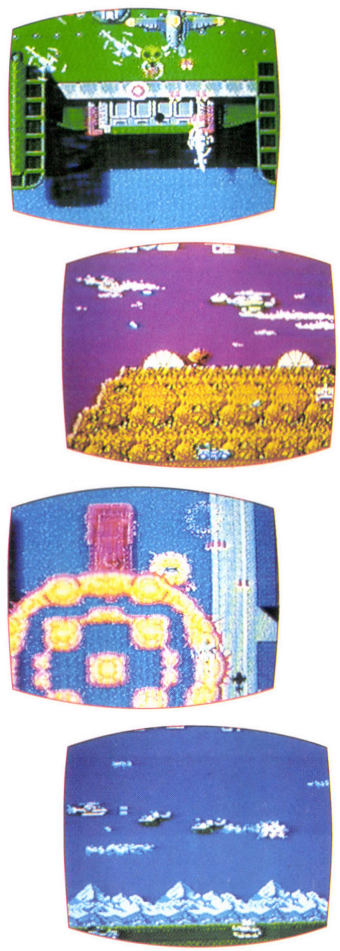
Letters to be considered for publication should be addressed to *Reader Mail*, VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail received.

2 GREAT ARCADE HITS

TWIN COBRA

- ★ 10 SCENIC ZONES - FIGHT OVER LAND AND SEA
- ★ FAITHFUL ARCADE TRANSLATION FOR NES
- ★ 4 DIFFERENT TYPES OF AMMO TO CHOOSE FROM
- ★ BOMBS AND SUPERCHARGERS INCREASE COBRA'S FIREPOWER





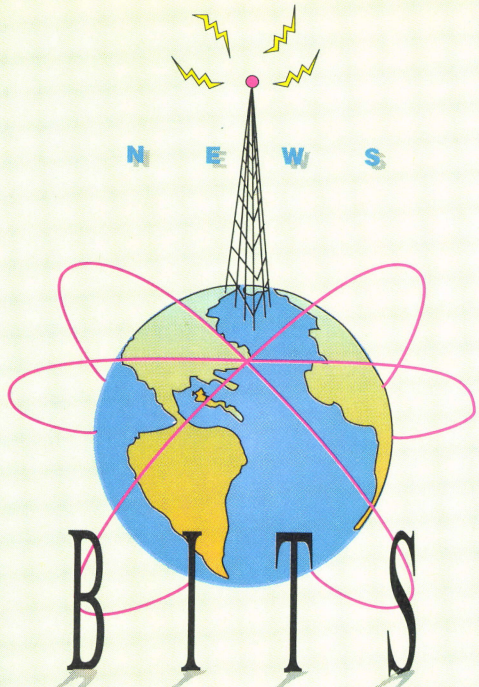
SILKWORM

- ★ UNIQUE 2-PLAYERS INTERACTIVE GAME
- ★ BATTLE THE FORCES OF MH-C2 IN EITHER THE G-COBRA HELICOPTER OR THE B-PANTHER ATV
- ★ SUPERB ARCADE RENDITION WITH EVEN MORE ACTION AND INTRIGUE
- ★ AWESOME GRAPHICS AND SOUND



Sammy™
American Sammy Corporation
2421 205th Street, Suite D-104, Torrance, California 90501
Phone: (213) 320-7167

CIRCLE #106 ON READER SERVICE CARD.



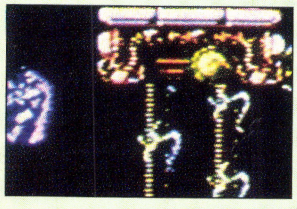
Sega Picks President

A more aggressive, innovative Sega of America will be the likely result of the video-game manufacturer's recent appointment of Michael Katz as president. A leading video-gaming executive since the field's inception, Katz has held major posts with Mattel, Coleco, Epyx and Atari prior to assuming his new duties.

Katz is widely recognized within the industry for his ability to turn around stalled companies. Sega, which has only a sliver of the U.S. video-game market, clearly hopes to crowd Nintendo with its 16-bit Genesis system. Based on the new president's track record, gamers can expect to see more varied, higher quality cartridges for both Sega machines.

Portable Update

What was supposed to be the first serious challenge to Nintendo's video-game supremacy turned into a total victory for the Game Boy portable video-game system. Although there is still a lot of interest in the Lynx color portable, developed by Epyx and marketed by Atari, delays have sabotaged expected high sales during the Christmas/Hanukkah season. Extensive television advertising helped put the Game Boy across to the public, who bought all available units.



The Lynx is now slated to reach stores nationwide by late spring. The retail price is not yet known at this writing, but it is almost certain to be higher than originally announced. Insiders say $179 is a possibility.

Atari's sleek, premium-quality color unit will probably have yet another rival before next Christmas. Sega is rumored to be pushing hard to complete development of a color portable video game of its own. New Sega management is reportedly strongly committed to this project. (This development is in addition to the NEC color portable TurboGrafx-16 reported on in last month's *News Bits*.)

Computer Games Shake First Half Slump

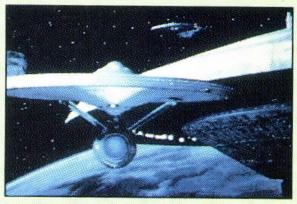
No one will cheer a 4.9% decrease in sales of computer games during the second quarter of 1989, but there is cause for a surprising amount of optimism. Figures compiled by the Software Publishers Association (SPA) suggest that the slump caused by the move away from 6502-based computers has bottomed out, and companies that have involved themselves heavily in IBM PC software are doing very well.

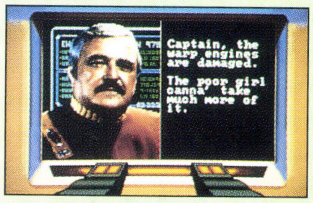
Total sales of home computer-entertainment programs reached $86.9 million for the July–September period. IBM PC disks accounted for the lion's share, $49.4 million. Sales of software for the IBM, Tandy and other compatibles rose a healthy 9.1% during the three months covered by the report.

The overall loss in sales is attributable almost entirely to the sharp drop in Apple II-and Commodore 64-entertainment software. The former skidded 28.3%, while the latter dropped 19.3%. These figures reflect the large number of publishers that have stopped supporting these computers in the last year, rather than an inventory pile-up, such as occurred during the first half of 1989.

Mindscape Repairs the Enterprise

Mindscape's scanners have detected a strange abnormality in the first edition of *Star Trek V: The Final Frontier*. The original release of the game, which Mindscape recommends primarily for faster IBM PC





machines, will not run on an IBM XT (and compatibles) or on the Tandy 1000TL.

Mindscape has now readied a version of the action-adventure that will play on the affected systems. Owners can send in their inoperative disks and get a free copy of the revised version. Mindscape has already notified purchasers who sent in warranty cards of the availability of the new version. Others may contact Mindscape, 3442 Dundee Road, Northbrook, IL 60060, to obtain their replacement.

Ishido Premieres in Prestige Edition

Publishers International is blazing new trails in computer entertainment with a signed and numbered edition of *Ishido: The Way of the Stones*. Epyx was scheduled to publish the abstract strategy contest, but the company sought protection from creditors under Chapter II of the Bankruptcy Act before

NEC





Where the system gets its energy.

The TurboGrafx™-16 system has many high-energy components and accessories that not only let you enjoy an amazing level of excitement now, but also let you expand your system in the future.



TurboBooster™ Audio-Video Enhancer

Working with your stereo TV or mono TV and stereo audio equipment, TurboBooster's special pre-amp function gives your game full stereo sound and sharper, clearer graphics through direct video input.

TurboGrafx™-CD Game Interface and Compact Disc Player

Brings CD sound and an even higher level of gameplay to the TurboGrafx-16 system—with more characters, more levels, and more challenge. Also plays regular audio and the new CD graphics (CD + G) discs.



TurboTap™ Multi-Controller Adapter

Now up to five friends can play specially selected games at once. Compete in head-to-head action or work together towards victory.



TurboGrafx™-16 Entertainment SuperSystem

The heart of the incredible TurboGrafx-16 system. With a custom 16-bit graphics processor that delivers an amazing 512 colors, a CPU that's four times faster and six stereo sound generators.

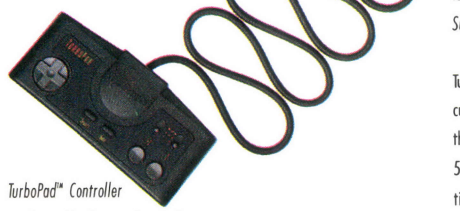




Tons of Arcade-Quality Games.

Packed with high-energy action, our TurboChip™ game cards bring you some of the best arcade-quality titles around. Adventure games like The Legendary Axe.™ Action games like Vigilante™ and China Warrior.™ Racing games like hard-driving Victory Run.™ And, when you're ready, you can even expand your system to play TurboGrafx-CD games, for even more excitement—with more characters and levels, real voices, CD music, animation, and more.





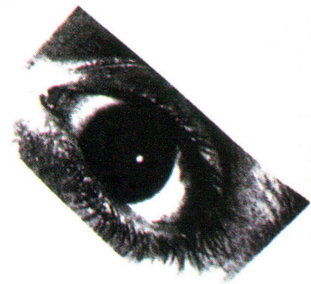
TurboPad™ Controller

Specially designed to help you control the amazing energy of the TurboGrafx-16 system, it's precise and fast, with three levels of "turbo" fire.



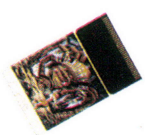
TurboStick™ High-Performance Controller

Lets you aim better and move quicker than you thought possible! Variable speed "turbo" fire gives you high-energy action—up to 16 shots per second. Or you can go into slow motion!









TURBO 16 GRAFX™

The higher energy video game system.

© 1989 NEC Home Electronics (USA) Inc.
"TurboGrafx-16" "TurboChip" "TurboPad" "TurboBooster" "TurboStick" "TurboTap"
"Victory Run" "The Legendary Axe" "Vigilante" and "China Warrior" are trademarks of NEC Home Electronics (USA) Inc.

CIRCLE #107 ON READER SERVICE CARD.



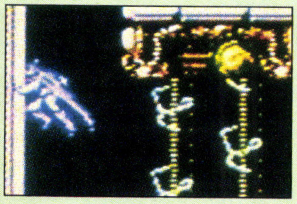
the game could enter distribution.

Ishido is now available in an edition of only 1,000 copies. Each package is numbered and signed by the three principal creators: Michael Feinberg, Ian Gilman and Brad Fregger. The specially designed wooden box package contains disks for both the Macintosh and Macintosh II.

Catalog Showcases Carmen Sandiego

You've played the games, now here's the merchandise to *Carmen*-ize your world. Brøderbund is now offering fans of its popular educational game series the "*Carmen Sandiego* Collection," a catalog full of goodies related to the elusive lady and her band of thieves.

The eight-page folder contains color photos of stuff to gladden the heart of all *Sandiego* fans. Merchandise includes watches, posters, portfolios and two kinds of stickers. Consumers can receive a catalog by simply calling Brøderbund at (800) 521-6263.



TurboGrafx-16 Gets CD Connection

NEC has opened a new era in home video gaming with its introduction of the TurboGrafx-CD, a compact-disc player that's compatible with the company's recently introduced TurboGrafx-16 system. The first game for this revolutionary system, *Fighting Street*, is already available, with many additional games to follow during the next six months.

The unit, which carries a suggested list price of $399, is one of only two CD+G (compact disc plus graphics) units currently available in the United States, and it's the only device that can play regular audio CDs and video games.

An NEC CD holds 550 megabytes of information, which is the equivalent of approximately 275,000 typewritten pages. That's as much as 2,000 conventional game cartridges! As a result, CD-based games feature much better sound and graphics as well as more sophisticated game play.

Electronic Arts Inks Two More Labels

Add two more impressive names to the roll of Electronic Arts Affiliated Labels: UBI Soft and Sega of America. EA continues to expand this program, adding a couple of first-class lines to a group that already includes New World Computing, Miles Computing and Lucasfilm Games.

UBI Soft, founded in 1986, has released more than 20 home computer games over the last three years. This will mark the first time, however, that the French company's products will be available in the United States under its own name.

Sega of America's home computer translations of the parent company's coin-op hits were previously distributed by Mindscape. *Altered Beast* is the first title that will benefit from EA's distribution. Other forthcoming Sega games are *Turbo Outrun*, *Golden Axe* and *Crackdown*.

"The new relationship created by the agreement between Sega and Electronic Arts is very positive," notes Sega's D. Sakurai. "By taking advantage of Electronic Arts' strong distribution system and sales force, Sega will gain leverage in maximizing its presence in the U.S. computer market."

Game Boy Gets Double Dragon

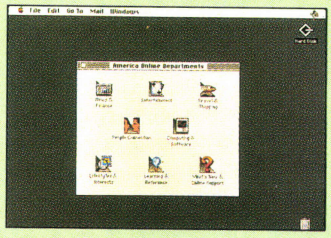
Tradewest, in an agreement with American Technos and Technos Japan, has won the right to design and market *Double Dragon* for the Nintendo Game Boy. Originally released as a coin-op in 1987, the hit game continued its popularity through its releases as an NES cartridge (also through Tradewest) in 1988 and a computer game (from Virgin Mastertronic) in 1989. According to Byron Cook, president of Tradewest, the continued popularity of *Double Dragon* "virtually assures success" as a Game Boy entertainment. Mr. Cook expressed his company's hopes for the project, saying, "*Double Dragon* is likely to set sales records on the Game Boy circuit just as it did in its other entertainment mediums."

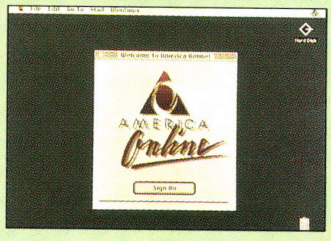
According to the Tradewest spokesperson, the company will introduce three additional titles for the hand-held video-game system this year. "We're very committed to and enthusiastic about the new Game Boy format. The logic and convenience of best-selling video games in a hand-held format leads us to believe we have a real winner here."

New Online Service for Apple, Macintosh Users

America Online, a new service for Macintosh and Apple II users by Quantum Computer Services, made its debut in the last quarter of 1989. Quantum is best known for its Q-Link service, started in November 1985 for Commodore 64/128 owners, and for PC-Link, launched in 1988 for use by all IBM-PC and compatible-computer users.

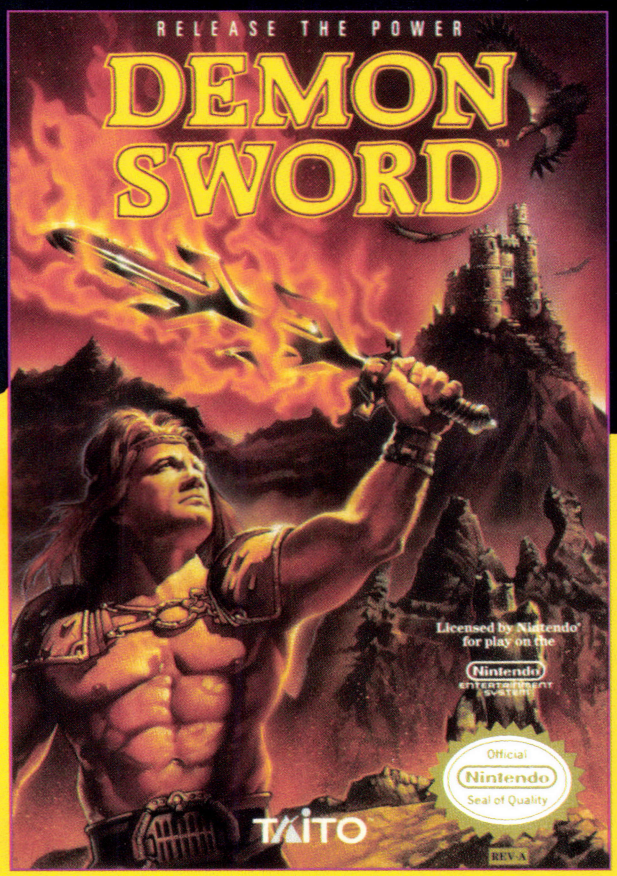
America Online features a variety of services including computing support, software libraries, computer forums, product database and news.





Electronic mail, bulletin boards, multi-player games, online encyclopedia, educational classes, travel,

MASTER THE POWER



IN A LAND OF IMPOSSIBLE EVILS . . .

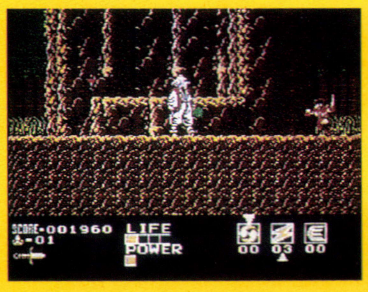
the classic struggle between good and evil comes to life. Mixed with magic and the latest computer technology, a spell-binding game for your Nintendo Entertainment System® is born!

As the hero warrior Victar, you will battle Wizards, Troglodytes, and Undead Souls. Master 7 levels and 3 worlds in your quest to conquer the demons of the Dark Lord. Traverse chasms of fire and mountains of doom to confront the fiendish Gatekeeper.

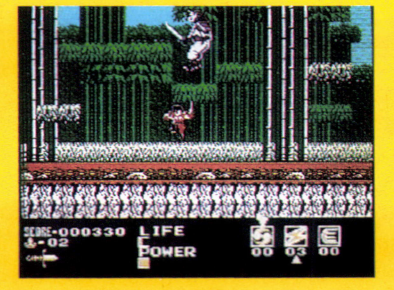
RISK IT ALL

With cunning and skill you wield the ancient and broken Demon Sword.™ To defeat the evil forces ruling the land, you must recover the Sword's missing pieces and restore its mystical power. The journey is long and the way is hard. Gather your courage, grasp your blade, and release the power that is yours to control!

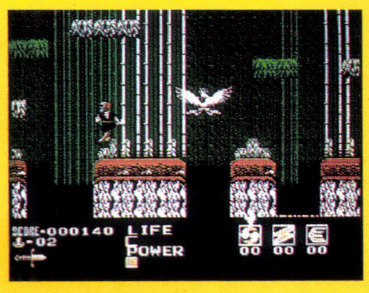
Actual Nintendo Entertainment System Screens



Beware the wrath of the Old Wizard of Cedar Mountain.



Brave the broken bridges and terrifying chasms of Bamboo Forest.



The magic of the Phoenix can save your life!

TAITO™

Nintendo® has evaluated the quality of this product. Licensed by Nintendo® for play on the Nintendo Entertainment System.®

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Taito® and Demon Sword™ are trademarks of Taito America Corporation.
Copyright ©1989 Taito America Corporation. All Rights Reserved.

CIRCLE #108 ON READER SERVICE CARD.

stock quotes, sports news, online shopping and real-time chat areas are also included.

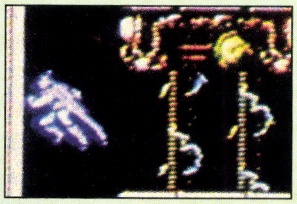
The monthly membership fee ($5.95) entitles users to the monthly program guide and one free hour of use per month; after the first hour, time online is charged at $5 per hour for weekend and evening use of all services ($10 per hour during business hours).

Steve Case, executive vice-president at Quantum, explained why his company expanded services into the Apple/Macintosh community: "America Online is in keeping with Quantum's innovative business philosophy. We believe that Apple's continued support for the product, the powerful custom software, the wide array of services and the low price will make America Online the Network for the Nineties."

America Online is currently compatible with Macintosh and the Apple II series of computers, and an IBM PC version will be introduced soon.

Awareness Campaign Launched by Software Industry

The Software Publisher's Association is planning a nationwide consumer awareness campaign to draw the public's attention to home computing. According to SPA spokespersons, it is the consensus of developers and publishers that the reluctance of business computer users to use consumer software, coupled with the popularity of video games, has impeded the growth of home computing.



The promotional campaign will produce a free brochure, plus ads describing numerous nonbusiness uses for home computers. The ads focus on activities such as sports, flight simulations, adventure and role-playing games, educational programs, art- and music-composition tools and personal budget-management programs.

Phil Adams, chairman of the SPA Consumer Software Section Board, explained: "People who use computers professionally at work or in a home-office environment are surprisingly unaware of the numerous enriching personal uses of computers. Subsequently, they may opt to purchase a single-function video-game system for their family's entertainment instead of a multifunctional personal computer."

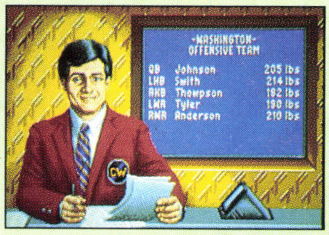
He pointed out that consumers are often confused about the differences between video games and recreational computer software. "With a computer, users can not only enjoy games that are technologically superior and far more challenging, but they can also perform a myriad of other fun and useful activities that will benefit them in today's increasingly computer-literate society."

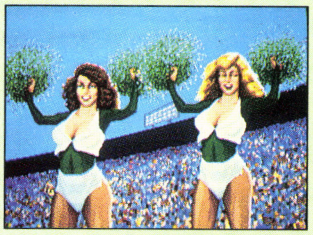
For a free copy of the consumer booklet, "The Other Side of Computing," call (800) 333-3944.

Cinemaware Kicks Off Football Contest

Cinemaware's "Winning Touchdown Contest" will send two people on an all-expenses-paid trip to Super Bowl XXV as the grand prize. Other awards to be given out include: a complete library of Cinemaware computer software for 25 first-prize winners and an official *TV Sports: Football* T-shirt for 50 second-prize winners.

Entry blanks are available in specially marked *TV Sports: Football* boxes, from software







dealers or by sending a self-addressed envelope directly to Cinemaware. Players answer a seven-question football quiz, and everyone who answers all seven questions correctly will receive a poster and have their names entered in the drawing for the grand prize. The deadline for entries is March 31, 1990, and the winners will be selected on April 6, 1990.

Del Monte Snacks on Bytes

The Computer Learning Foundation (CLF) announced that Del Monte Snack Cups has entered into a long-term alliance with CLF to help schools, parents and children "key into computers." The food company will work with software publishers and supermarket chains to provide software discounts to consumers for educational products. The company will also make free software available to schools through Del Monte proof-of-purchase coupons.

Del Monte Snack Cups, the leading lunchbox line of single serving yogurts, puddings and sauces, will use character licensing, children's museum tie-ins, school programs and cross merchandising with other companies to draw attention to the program.

Sally Bowman, director of CLF, explained the importance of Del Monte's participation. "This is a milestone relationship for us. It's the first time a major consumer brand has aligned itself with our campaign in a substantive way to promote computer competence." She went on to explain the problems that the CLF hopes to overcome: "There's still a good deal of computerphobia out there among both teachers and parents, but kids are already in the electronic age and need to be comfortable using computers as tools. They just need the right direction and greater access to the wealth of applications already on the market. This will broaden their horizons and really drive home the importance of computers on a community level. That's why Del Monte's support is so significant."

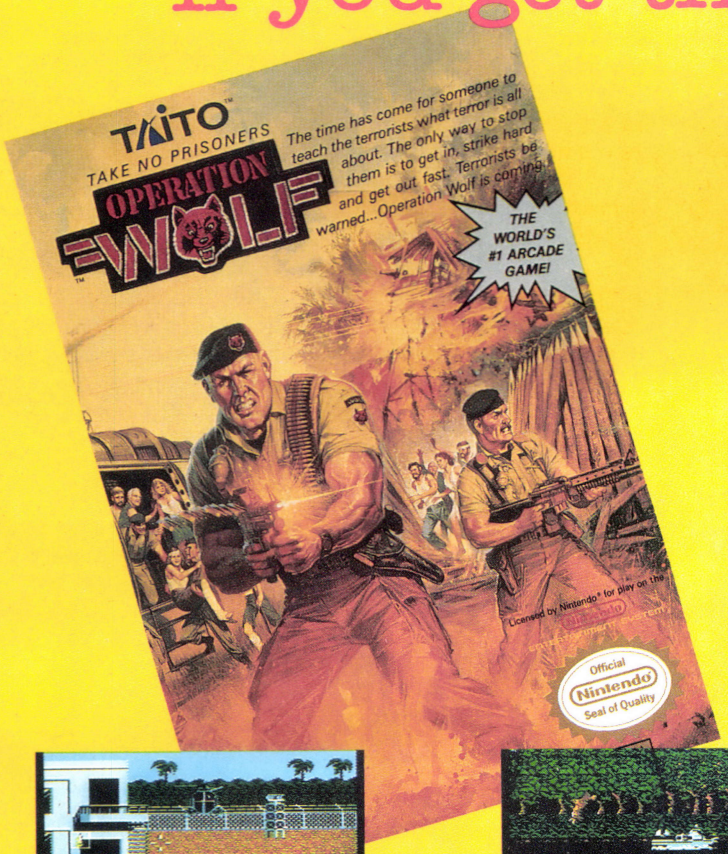
Sweepstakes for Hot Rodders

California Dreams' sweepstakes, in connection with their new driving game, *Street Rod*, requires gamers to answer a question about the program in order to be entered into the drawing. The question can be answered with information from the box or by watching the *Street Rod* demo mode.

The grand prize is something hot rodders dream of: a cherry red 1958 Chevy Impala. First prize is a full-size jukebox that'll really dress up a playroom. Five second prizes of official *Street Rod* leather jackets

WRITE HOME

if you get the chance.

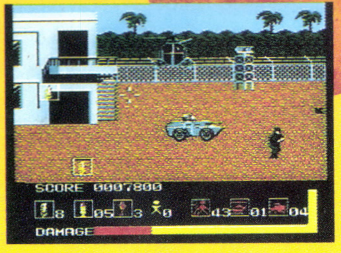


Master The World's #1 Arcade Game

Situation critical. Terrorists have taken innocent Americans prisoner in a jungle stronghold. The valleys echo with salvos of gunfire and the whir of chopper blades.

As leader of Operation Wolf,® you are the prisoners' only hope for freedom. You've got to blast your way in, hit the terrorists hard, and get out—fast. The enemy forces have you outarmed and outnumbered. To survive, you'll have to outfox them.

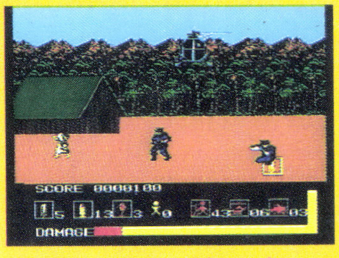
Expect howling action and arcade-quality realism. In Operation Wolf. Where you've got a fighting chance. But that's all you've got. From Taito.®



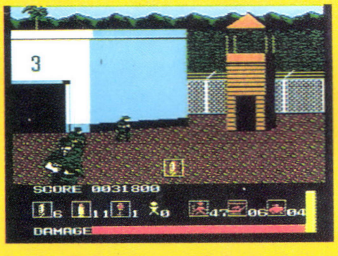
Six Missions: Knock out the terrorists' communication post, commando-style.



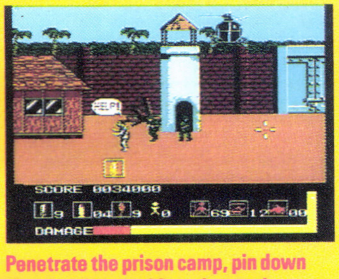
Blitz well-armed guerrillas lurking deep in the hot jungle—it's do-or-die.



Strafe your way through harrowing ambushes to the terrorist-held village.



Locate the heavily-guarded enemy ammo dump and blow it sky-high.



Penetrate the prison camp, pin down the terrorists, and free the captives.



Finally, airlift the rescued captives to safety—and escape with your life.

TAITO™

Actual Nintendo Entertainment System® Screens shown.

Nintendo has evaluated the quality of this product. Licensed by Nintendo® for play on the Nintendo Entertainment System.® Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Taito® and Operation Wolf® are registered trademarks of Taito America Corporation.
Copyright © 1989. All Rights Reserved.

CIRCLE #109 ON READER SERVICE CARD.

will be awarded. Third prize is a replica '50s car radio that will keep rock 'n' roll alive for 25 winners, and 200 people will win fourth prize *Street Rod* T-shirts.

To enter, consumers should clip a coupon from the *Street Rod* ad or pick one up at software stores. Entries must be received by California Dreams by March 31, 1990, and winners will be announced on April 15.

Street Rod is a construction set/racing game. Players choose a car from 25 models, customize and tune it up with over 35 performance parts, five paint jobs, custom designs and many other options and, finally, enter either the straightaway drag or the road race. It's available for IBM PC (and compatibles) and Commodore 64/128. Additional data disks with more cars and options will be available later this year.

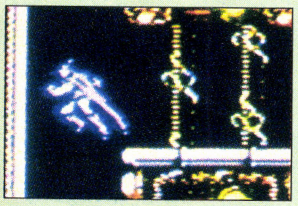
EA Has *Twilight* Clues

Jon Freeman has penned a book to rescue gamers lost in the gloom of *Swords of Twilight*. The 40-page *Swords of Twilight Cluebook* contains a complete set of maps and room diagrams, along with a full description of the personalities and skills of all the game's characters. It also reveals the uses and limitations of the magic contained in *Swords* and brings together information from the game to make it easier to locate.

The cluebook is available at most software stores or direct from Electronic Arts, for $12.95.

Sphere, Accolade Settle *Tetris* Suit

Sphere and Accolade made an out-of-court



agreement concerning the copyright-infringement lawsuit that Sphere had filed in connection with *Tetris* (published by Sphere's subsidiary, Spectrum Holobyte). According to Sphere, one of the puzzles contained in Accolade's *Mental Blocks* was an infringement of the *Tetris* copyright.

Accolade agreed to cease manufacture and sale of copies of its game *Mental Blocks* that contain the puzzle *Fits and Pieces (2D)*. Versions of *Mental Blocks* distributed after October 28, 1989, no longer contain that game (turning earlier disks into real collector items).

Tengen Adds Arcade Hits, Movie Games to NES Line

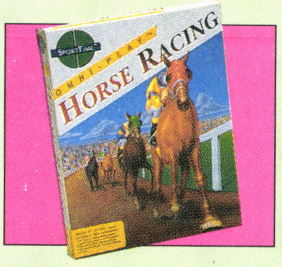
Tengen, Inc. (a wholly-owned subsidiary of Atari Games Inc.) has added eight new games to its NES-compatible product line. According to Randy Broweleit, speaking for the software manufacturer, "The most important criteria that we have set for all Tengen games is that they absolutely maintain the highest quality standards for arcade conversion and game design."

Titles added to the line include Sega games *Afterburner*, *Shinobi* and *Alien Syndrome*. Other arcade hits to become NES cartridges are *Vindicators*, *Toobin'* and *Xybots*. There will also be games based on the *Police Academy* movies and the Warner Bros. *Road Runner* cartoons.

Add-Ons and Enhancements

• The latest release in the Strategic Simulations, Inc. line of Official Advanced Dungeons & Dragons products is *Dungeon Masters Assistant, Volume II: Characters & Treasures* (Amiga, Apple, Commodore 64, IBM PC). It helps dungeon masters populate towns, generate player characters or henchmen and construct large treasure hoards, by accounting for every facet of character generation. This includes languages, spell lists, class and racial abilities, including multi-class characters. All magic from the *AD&D Dungeon Masters Guide* and *Unearthed Arcana*, plus all treasures from the *Monster Manuals I* and *II* can be generated, saving the player all that number-crunching labor.

• SportTime's new option module is now available for *Omni-Play Horse Racing*. *The Stable Owners Option Module* lets the gamer become a thoroughbred and stable owner, acquire





claiming, allowance and stakes horses and hire and assign jockeys to races. It's available for IBM PC and compatibles for $19.95, direct from SportTime at (800) PLAY-GAMES.

Joystick Adds Movement Controller

Suncom's new Analog Plus joystick uses Injected Resistive Technology in a process that is said to increase durability and function in IBM PC/Apple controllers. Normal joysticks use two potentiometers, described as similar to the volume control in a table radio, to control movements. The Analog Plus substitutes an injected surface, 5/1000-inch thick, which was created for use in high-tech sensor devices.

The stick features switchable trigger and case buttons, variable automatic firing and an aircraft-style pistol grip. It comes with a two-year warranty and is priced at $39.95

Mindscape, Software Toolworks Merge

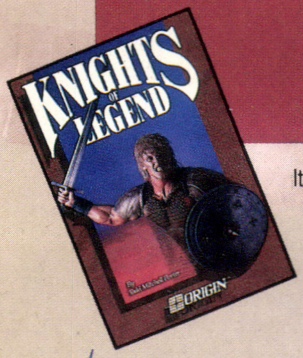
The Software Toolworks and Mindscape have entered into a merger agreement that provides for the acquisition of Mindscape by Software Toolworks. In an announcement that caught the software industry by surprise; the two companies revealed that the outstanding shares of Mindscape common stock will be exchanged for Software Toolworks stock. Both company's board of directors approved the merger plan, which will be executed upon approval of the stockholders of Mindscape.

Roger Buoy, chief executive officer of Mindscape, will continue with Software Toolworks as president of the entertainment and international divisions and creative director of the combined companies.

With this move, Software Toolworks acquires, along with the expertise of the Mindscape CEO, the Mindscape catalog of games, including the recently issued *Star Trek V* and *Fiendish Freddy's Big Top o' Fun*. In addition to the Mindscape and Thunder Mountain titles, Software Toolworks will also take over Mindscape's licensing and publishing agreement with Nintendo of America, as well as Mindscape's ownership of European and Pacific Rim software publishing and distribution companies.

KNIGHTS OF LEGEND™





It has taken more than eight calendar years to create **KNIGHTS OF LEGEND**, the crowning achievement in medieval fantasy and role-playing. We've developed the most comprehensive combat system ever, surrounded by a meticulously crafted world of strategy, action and emotion. The lands are filled with hundreds of unique personalities and dozens of towns and hamlets — and the people are filled with spirit, conflict and honor.

ORIGIN™
We create worlds.™



IBM/COMPATIBLE VERSION



IBM/COMPATIBLE VERSION



APPLE VERSION

Available for: IBM/Tandy/compatibles, C-64/128, Apple II series; *coming soon for*: Amiga. Actual screens may vary.

Can't find KNIGHTS OF LEGEND at your local retailer? **Call 1-800-999-4939 (8am to 5pm EST) for Visa/MC orders; or mail check or money order (U.S.$) to ORIGIN. All versions $49.95; shipping is FREE via UPS. Allow 1-2 weeks for delivery. ORIGIN, P.O. Box 161750, Austin, Texas 78716.**

CIRCLE #110 ON READER SERVICE CARD.


Nintendo
entertainment system
JALECO
HOOPS

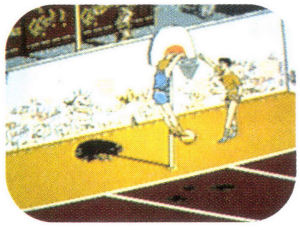
Overtime.

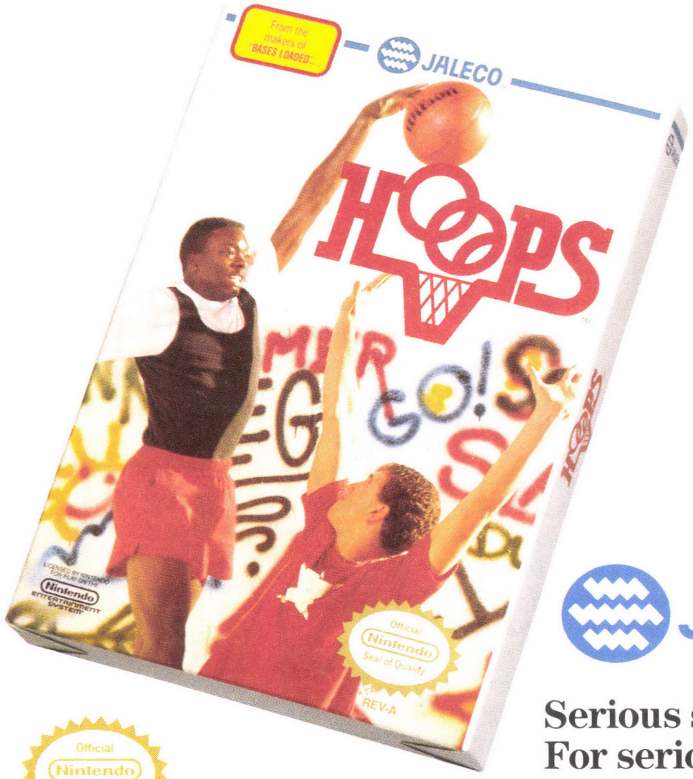
This is roundball as it was meant to be played. By the playground legends who take the game from the pavement into the stratosphere. The competition is so intense you can feel it, the graphics as explosive as each thundering slam. Play just once, and you'll know it's the only game in town. HOOPS.™ New from Jaleco.

At your favorite video game store now!









Official Nintendo Seal of Quality

JALECO™

Serious sports.
For serious players.

Jaleco™ and HOOPS™ are trademarks of Jaleco USA, Inc. Nintendo® and Nintendo of America® are registered trademarks of Nintendo of America. © 1989 Jaleco USA, Inc.

CIRCLE #111 ON READER SERVICE CARD.

VIDEO GAME REVIEWS

One on One: Jordan vs. Bird

MILTON BRADLEY
For the Nintendo Entertainment System ($44.95)

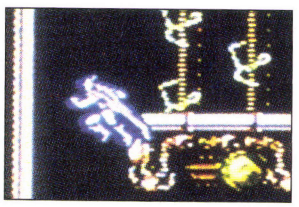
RATINGS:	
Sound/Music	6
Graphics	7
Playability	7
Overall	7

It's amazing how resilient *One on One* has been through the years. The original *One on One*, designed and programmed for the Apple II computer, was released over seven years ago—eons to today's young video gamers—by an upstart company known as Electronic Arts. This computer basketball game featured NBA stars Julius Erving and Larry Bird as the principal on-screen ball players, going so far as including their real-life playing strengths and weaknesses. Two nice touches included were shattering backboards and an instant replay.

We're into a new decade now, and *One on One* is back. This time it's the Chicago Bulls' Michael Jordan who's the main attraction and the system is the NES. Some things haven't changed, though. The new *One on One* is basically still a two-player basketball contest, and Larry Bird is back as well. Gone are the shattering backboards and instant replay. But in their place are some very worthy substitutes: Michael Jordan's slam-dunk contest and Larry Bird's three-point shootout. Welcome to *One on One: Jordan vs. Bird*.

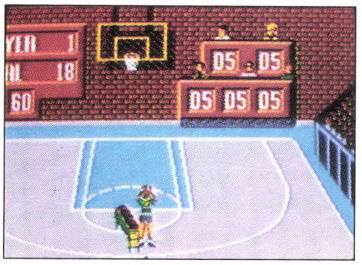
Jordan vs. Bird contains three one-on-one basketball contests. You can play against either a friend or the computer in a standard game (with two-, five-, eight- or twelve-minute quarters), a "15 or 11" competition, in which the winner is the one who scores fifteen or eleven points first, or a warm-up match where you and your opponent practice playing. Other selections allow you to change the difficulty level, the winner's-out rule and how fouls are called. On-court violations include traveling, going over the 24-second time limit and not clearing the ball. Charging while on the offensive or blocking while defending constitutes a foul.

The basketball players on the game screen are supposed to represent Michael Jordan and Larry Bird. Player strength, weakness, style and technique—based on these two NBA players—are programmed in. Thus, the video Michael Jordan is supposed to perform like the real thing. Each player throws and recovers the ball in different ways, depending on whether or not he's standing in a "sweet spot"—those areas on the court where Jordan or Bird can make a basket easily and accurately.



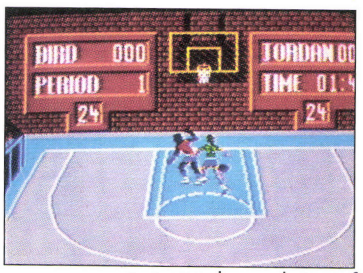
The slam-dunk contest challenges you to perform Michael Jordan's famous aerial basket maneuvers such as the windmill, the twister, the back slam, and, of course, the famous "air Jordan." A warm-up screen lets you perfect these moves before going into the contest. And there's "follow the leader," where Michael Jordan demonstrates how to do the various slam dunks and invites you to do the same.

In Larry Bird's three-point shootout, you must make as many baskets as you can within a time limit and with a certain number of balls. The balls are taken from bins and thrown from five different places on the court. Like the slam-dunk contests, a practice screen is provided for you to hone your basket shooting skills.



One On One comes to life on the NES with Michael Jordan and Larry Bird shooting it out.

Graphics definitely aren't a disappointment. No elflike basketball players here. These video depictions of Jordan and Bird are full-bodied characters complete with moving limbs. And the smooth animation is a plus, too. When you perform a successful "air Jordan" in the slam-dunk contests, the video player moves like the real Michael Jordan. Flickering, a common ailment in many Nintendo sports games, is nonexistent, which is especially nice when playing the one-on-one games. The only problem with the visuals—that's noticeable right off—is that the video Michael Jordan has more hair on his head than the real Jordan. (Yes, I know, I'm nit-picking here.)



Jordan vs. Bird is a superb update of the original *One on One*, making its predecessor look dated in almost every aspect. It is, however, a title that might have limited appeal. Unlike the many other basketball games for the Nintendo, this is a showcase of the celebrity status of its two endorsers—make no mistake about this. Though competitive play is central to the one-on-one games, *Jordan vs. Bird* turns basketball into more of a show than a sport. In fact, it's basketball spectators and fans who should be the most enthusiastic about *Jordan vs. Bird*.

—Howard H. Wen



Milton Bradley Company
443 Shaker Road
East Longmeadow, MA 01028
(413) 525-6411

DON BLUTH'S

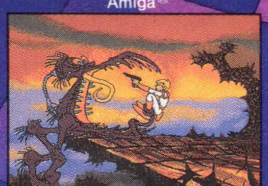
SPACE ACE®

Ace is being attacked by the evil commander Borf who plans to take over the Earth by using his dreaded weapon . . . the Infanto Ray. Only you can guide Ace through treacherous battles to destroy the Infanto Ray, save Earth and rescue the beautiful Kimberly.

Space Ace,® the arcade follow-up to Don Bluth's Dragon's Lair® is now available with the breathtaking full-screen animation and sound of the original laser-disk game. Advanced compression techniques allow for over 40 fast action scenes to be brought to life on your personal computer.

Also available or coming soon for Apple IIGS and Commodore 64.

Amiga®



Atari ST®



IBM®



Macintosh®



ReadySoft Inc.

30 Wertheim Ct#2
Richmond Hill, Ont.
Canada L4B 1B9
Tel (416) 731-4175
Fax (416) 764-8867

Dragon's Lair, Space Ace and Bluth Group, Ltd. are registered trademarks owned by and used under license from Bluth Group Ltd.; © 1989 Bluth Group Ltd.; Character Designs © 1983 Bluth Group; All rights reserved; Space Ace programming © 1989 ReadySoft Incorporated.

CIRCLE #112 ON READER SERVICE CARD.

Cloud Master

SEGA
For the Sega Master System ($51.99)

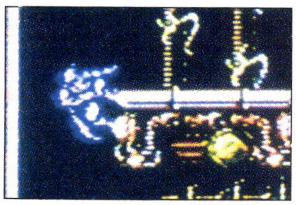
RATINGS:	
Sound/Music	6
Graphics	6
Playability	7
Overall	6

Like many Chinese hermits intent on meditation, Michael Chen lived deep in the mountainous regions of China. There he studied the knowledge of the ancients in order to increase his own powers. His goal: to become a Cloud Master. Unfortunately, the evil forces in China did not want Michael Chen to attain his goal, perhaps because he would become a threat, able to stop their evil deeds, or perhaps just because they were mean (evil people have a tendency toward meanness). They attacked him ruthlessly. But Michael Chen was determined. Standing atop his cloud, he decided to ride through China and smite down all evil beings who would oppose him.

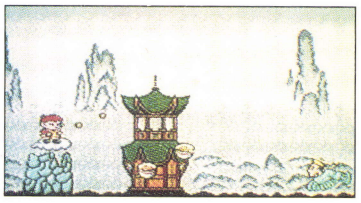
Sega's newest horizontally scrolling shoot-'em-up, *Cloud Master*, gives you a chance to take on Michael Chen's mission. Using the many weapons at your disposal, you will ride over China's countryside, blasting away such nasty enemies as Kanton Man, Pig Head, Flying Tiger, Panda, Gyoza and many others. Each enemy has his own flight and attack pattern, and it's up to you to learn how best to defeat them.

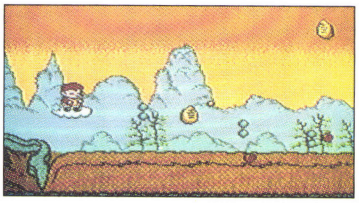


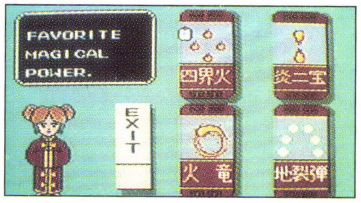
Several "middle bosses," enemies more difficult to beat than those mentioned above, will attack in an effort to keep you from the big boss. Each time you defeat a middle boss, a question-mark box, which represents a doorway, will appear on the screen. Enter the doorway and you'll be given the choice of a more powerful weapon or defensive ability. Items available include such goodies as three-way guard, which shoots fireballs above, below and behind you; dragon fire, a rotating flame weapon; and various types of bombs, including search bomb, which will drop to the ground and glide forward until it strikes an enemy or obstacle, and scatter bomb, which will break into many deadly fragments when it explodes.



You don't have to rely on the weapon chambers for additional powers. Some enemies when defeated will leave behind one of five different types of power-ups. These include power, which increases the strength of your shots; special, which increases your shot power twice as much as power; fast, which lets you move faster on the screen; auto, which puts your weapon into rapid-fire mode; and extra, which increases your lives by one.







Learning the patterns of the various enemies in Sega's *Cloud Master* is necessary for success in the game.

As with most straight shoot-'em-ups, the only strategy in playing this game is to learn the patterns in which the enemies attack. This is imperative so that you can blast the enemies before they fill the air with projectiles. If you allow too many shots to be fired, you'll have a hard time avoiding being hit. However, no matter how good a shot you are, sooner or later the battle will get out of hand. When it does, you'll need good maneuvering skill to avoid the enemies' fire. A sharp eye and quick reflexes will keep you healthy.

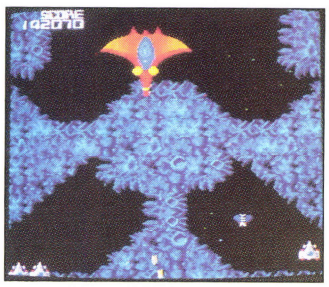
Cloud Master's action is fast enough to be satisfying, yet not so red-hot that you'll need to have a cardiologist standing by. The graphics are crisp and interesting. The game play is smooth and quick.

There's only so much to be said about a simple game like *Cloud Master*. This is a contest for those times when you want to rest the gray gunk between your ears, when you just want to sit back and blast everything that moves. I suppose that's not the most noble way to spend a few hours, but, hey, it sure is a lot of fun.

—Clayton Walnum

Sega of America
573 Forbes Blvd.
South San Francisco, CA 94080
(800) USA-SEGA

NEC has successfully brought the look of *Space Invaders* up-to-date with *Galaga '90*.





Galaga '90

NEC HOME ELECTRONICS
For the TurboGrafx-16 ($42.00)

RATINGS:	
Sound/Music	8
Graphics	7
Playability	8
Overall	8

Way, way back, when the universe was young and video games had just appeared on the scene, a game called *Space Invaders* blasted into every arcade, bar and pizza parlor in the country, sucking millions of coins from the pockets of the American populous. Money talks a language all game developers understand, and it wasn't long before the next generation of *Space Invaders*-type games made its appearance. *Galaga* was among them.

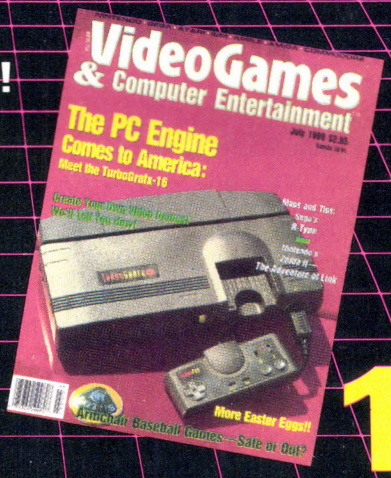
Galaga took *Space Invaders*' basic idea



VideoGames
& Computer Entertainment

Save over $15 off the cover price!





12

ALL COLOR ISSUES
ONLY $19.95

- GAME REVIEWS
- ARCADE ACTION
- STRATEGY GUIDES
- TECHNICAL REPORTS
- COMPUTER SOFTWARE

VideoGames
And Computer Entertainment Magazine

P.O. BOX 16927, N. HOLLYWOOD, CA 91615

☐ **Yes!** Sign me up for 12 issues for only $19.95—I'll save over $15!

☐ Payment Enclosed — Charge My ☐ VISA ☐ MC

#_____ EXP_____

SIGNATURE_____

Make check payable to LFP, Inc.
Money back on unused subscriptions if not satisfied!
FOREIGN ADD $10.

NAME_____

ADDRESS_____

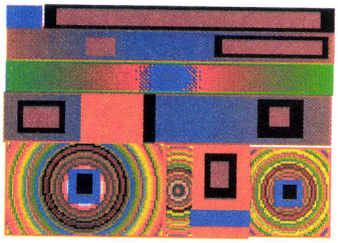
CITY_____ STATE_____ ZIP_____

Your first issue will arrive in 6 to 8 weeks.
WATCH FOR IT!!

CKPAA

OFFER EXPIRES MAY 27, 1990

and transformed it from a relatively static shooting gallery into an inventive, visually appealing fast-action blastathon, the likes of which had never been seen before at that time. Now the aliens could *really* fight back; they didn't have to stay in their neat little rows, but instead they could swoop down upon the player's gun in dizzying spirals and loops, firing all the way.



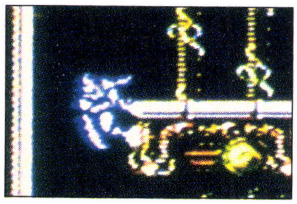
Now it's 1990—gad, where did the '80s go?—and *Galaga* has been updated to meet the high standards of today's competitive video-game market, the result being an addictive and inventive space-battle contest that's guaranteed to please any shoot-'em-up fan. *Galaga '90* is most definitely a worthy addition to your video-game library.

Let's talk about graphics. With *Galaga '90* you won't play for the highest score; rather, you'll try to last long enough to see as many of the stunning animations as possible. The attacking creatures flow onto the screen in circular and zigzag patterns, before regrouping into lines across the top. When hit, some creatures explode with an effect not unlike a Fourth of July fireworks display. Colorful, indeed.

Once all a wave's creatures are on the screen, the creatures break from their ranks and swoop down upon you, sometimes transforming into different shapes. You need to be quick on the controller to stay clear of both them and their fire. However, when you first play, you'll be so busy watching the aliens' antics, you'll forget to man your guns.

Sometimes a creature or obstacle on the screen will, when hit, leave behind a blue capsule for you to scoop up. These capsules allow you to warp to different "dimensions," where you can earn bonus points and fight a different class of enemy.

Your fighter, just like the creatures against which you must battle, is capable of taking on different forms. A single fighter may be used or the fighters may be combined into double-and triple-shot crafts. With these high-powered fighters, you can spray the screen with destruction as you try to rid the world of the Galaga corps. Of course, the double and triple ships are wider than the single version and so make better targets for the opponent.



Now let's talk about music. Games for the TurboGrafx-16 seem to feature unusually good music, and *Galaga '90* doesn't break that tradition. In fact, one jazz piece, played during an intermediate screen, is good enough to tape for later playback in your car. Good stuff! The only problem with the music is that there isn't enough of it.

Galaga '90 is an excellent shoot-'em-up. However, you should keep in mind that this type of game isn't for everyone. Very little strategy or thought is involved. Mostly, you pound the fire button until your fingers bleed.

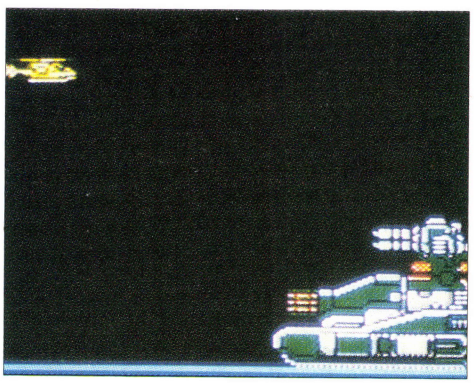
Anyone got a Band-aid?

—C. W.

NEC Home Electronics, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094
(312) 860-9500



Pick either a jeep or a helicopter, then take to the video battlefield in American Sammy's *Silkworm*.





Silkworm

AMERICAN SAMMY CORPORATION
For the Nintendo Entertainment System ($44.95)

RATINGS:	
Sound/Music	6
Graphics	5
Playability	5
Overall	5

It seems this month belongs to the shoot-'em-ups. Three of the four games this reviewer examined for this issue fit into that category. *Silkworm*, however, has a feature that sets it off from the others: the ability to play the game from the air, using a helicopter, or from the ground, using a jeep. Whichever vehicle you choose, *Silkworm* is a standard horizontally scrolling blastathon in which everything on the screen is a potential target.

The story goes that an artificial brain called MHC2 has preempted its programming and is now using our own weapons against us. A two-member team, code-named "Silkworm," has been selected to deal with the situation, using an attack helicopter and the Silkworm interceptor jeep. MHC2, overcome with delusions of its own superiority, has proclaimed that all mankind must worship it as god. The Silkworm team has other ideas.

This is a one- or two-player game. In the one-player mode, you may choose to man either the attack helicopter or the

"YOU STAND AT THE EDGE OF A DEEP CHASM. FROM THE DARKNESS BELOW RISE THE SCREAMS OF THE UNDEAD."

Can you outwit and overcome the thoroughly-evil Warlock Lord? His mysterious spell holds Castle Shadowgate captive. Dozens of hidden pitfalls and nasty entities lurk in every corner.

Probe along menacing stone corridors looking for hidden passageways. Discover mysterious artifacts in dark chambers. Clues are there for those bold enough, and wise enough. *Torches. Keys. Gemstones.*

Slay a dragon, cross a river of fire. But be careful. A wrong move could bring your quest to an untimely end.

A whole world of options are at your command with dynamic graphics to bring the dark mysteries of the Middle Ages to life.

The question is...are you up to the challenge of Castle Shadowgate?

KEMCO ▲ SEIKA



Shadowgate™

Official Nintendo Seal of Quality

SHADOWGATE™ is a trademark of ICOM Simulations, Inc., and is used with permission. Licensed in conjunction with JPI. ©1987, 1989 ICOM Simulations, Inc. NINTENDO® and NINTENDO ENTERTAINMENT SYSTEM® are trademarks of Nintendo of America.

CIRCLE #113 ON READER SERVICE CARD.

This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

interceptor jeep. In the two-player mode, one player gets the jeep, the other the helicopter, after which they battle cooperatively to rid the world of MHC2.



Before you meet up with MHC2, you'll take on enemies such as tricannons, land mines, lasershines, sharkbites, stealheads, streakers and seekers. In addition, at the end of each of the seven waves, you must defeat a "main target." The main targets—Destructor, Helideath, Turtleshell, Scorpion, Clamshell, Bumblebee and Battle Cruiser—are much more difficult to defeat than the regular enemies. Worse, upon failure, you must repeat the current wave from the beginning.



Silkworm is a decent conversion of the recent arcade scrolling combat game.



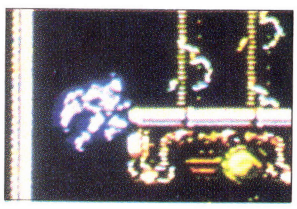
As you battle, bonus items will appear on the screen. The twin sphere will double your fire power, and the turbo card will let you move faster. Other bonus items include the bonus pod, the eagle emblem and the condor emblem, which will award you 10,000, 100,000 and 500,000 points, respectively.

Whenever you destroy a land mine, a shield will be released into the air. If you can capture the shield, you will become invincible for a short period of time. If you prefer, you can blast the shield, rather than grabbing it, causing it to change into a powerful weapon that will annihilate everything on the screen.

Although *Silkworm* provides no method to save your game, you are allowed two continues; that is, after you've lost all your lives, you may continue at your current level up to two times. Your score, however, is restarted at zero whenever you take advantage of the continue option.

The game play is smooth. The graphics and sound are okay, although nothing spectacular. The action is reasonably hot, but I've seen hotter. Like most shoot-'em-ups, *Silkworm*'s longevity will probably be shorter than more complex games.

Silkworm's greatest attractions are its two-player cooperative mode and the option of playing the game with either the helicopter or the jeep. Game play varies considerably depending on the vehicle you choos.



If you're a fan of this kind of nonstop blastathon, you'll probably get your money's worth from *Silkworm*. On the other hand, if your tastes run to games like *Zelda II* and *Dragon Warrior*, you won't find this one stimulating.

—C. W.

American Sammy Corporation
2421 205th Street, Suite D-104
Torrance, CA 90501
(213) 320-7167

Shadowgate

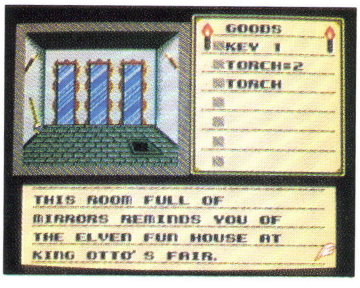
KEMCO/SEIKA
For the Nintendo Entertainment System ($49.95)

RATINGS:	
Sound/Music	6
Graphics	7
Playability	8
Overall	7

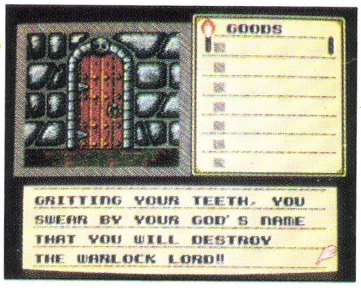
A couple of decades ago, on a huge mainframe computer, the first text adventure was created. Since that time, these imaginative and challenging contests have become the most popular form of computer entertainment, with hundreds of adventures available for most every kind of personal computer.

Most text adventures require you to type commands. Since video-game consoles contain no keyboards, it takes no Einstein to figure out that typing on them is difficult. Lately, however, text adventures have become very sophisticated. So sophisticated, in fact, that some games not only incorporate graphics to replace some of the textual descriptions, but also use a "point and click" command-entry system, eliminating the need for a keyboard. A keyboardless computer looks a heck of a lot like a cartridge-based video-game system, doesn't it?





Shadowgate delivers the graphic adventure of the computer world to the Nintendo Entertainment System.



Shadowgate is just such a "new wave" game and represents the state-of-the-art in computer adventures. It is also the first

DO NOT ATTEMPT YOUR MISSION UNTIL THE CHOPPERS ARE OVERHEAD, SNIPERS ARE IN POSITION, AND YOUR HOMEWORK'S DONE.

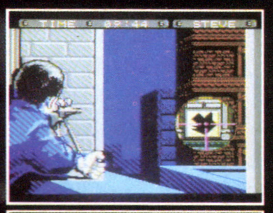
Not doing your homework could be a mistake. Every move you make could jeopardize your fellow rescuers, and those held captive.

RESCUE: The Embassy Mission. The action comes fast and furious. Itchy-fingered enemy gunmen. A perilous rappel down the sheer face of the Embassy. If you survive that, don't get cocky. You've still got to out-maneuver and out-think your opponents inside and mastermind the escape.

There are 15 levels of difficulty, from "Training Mission" to wickedly-fast "Jupiter Mission." Thrills are delivered in bold strokes, with super high quality graphics and animation.

With *RESCUE: The Embassy Mission,* brainpower is as important as firepower.

KEMCO▲SEIKA





RESCUE™
THE EMBASSY MISSION

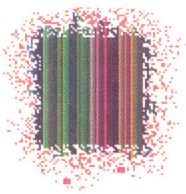
Official Nintendo Seal of Quality™

Exclusively distributed by SEIKA CORPORATION, USA. NINTENDO® and NINTENDO ENTERTAINMENT SYSTEM® are trademarks of Nintendo of America. Game-Pak (NES-GP) RESCUE™ is published under license from Infogrames, ©1988-1989. Infogrames™ is a trademark of Infogrames. Used with permission. All rights reserved. Licensed in conjunction with JP International. ©1989 KEMCO.

This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

CIRCLE #114 ON READER SERVICE CARD.

game of its type that I've seen translated for use on a keyboardless computer, specifically the Nintendo Entertainment System.



The scenario: The wizard Lakmir has told you of the dread Warlock Lord, an evil being who is using his black magic to raise a behemoth who will destroy the world. You, as the last of a long line of kings, are the only one who can destroy the Warlock Lord and bring peace back to the world. Unfortunately, to achieve your goal you must enter and survive Shadowgate Castle.

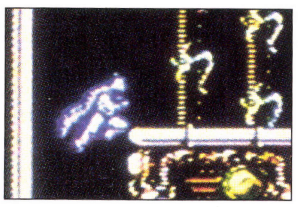
Sound like fun? Read on.

Shadowgate's screen is divided into a series of windows. A small graphic (about a quarter of the screen) depicting your current location is in the upper left corner. On the right is a stack of "cards" showing the objects and spells in your inventory. Each card holds about a half a dozen items, and you can flip through the cards by activating the "card" command with the NES controller. Across the bottom of the screen is the command menu, which is a list of verbs including look, open, use, leave, take, close, hit, speak and save.

The play mechanics are extremely simple. Suppose you're in a room with a torch on the wall. To get the torch, you move the on-screen arrow to the word "take" and press the "A" button. You then move the arrow to the torch in the picture and press the button again. The torch disappears from the graphic and appears on your inventory card.

Similarly, to unlock a door, you would select the command "use," select the key and finally select the object on which you want to use the key (the door, stupid). This method of entering commands not only bypasses the need for a keyboard, but also eliminates the frustration of trying to figure out the exact word required by the game, a task that has driven more than one text-adventure addict to the Institute for the Potentially Nervous.

As you play *Shadowgate*, you must be observant, since an overlooked detail may halt your progress for hours. In order to help you, the game's text messages provide clues. For example, there's an orb that's described as being very cold. It's up to you to figure out that a cold orb will probably freeze water.



You must also pay careful attention to the graphics. Objects on the screen may be picked up and used in various ways, and not all objects are immediately evident. You have to look at everything. Even an unusual-looking rock in a wall may hold a secret.

As you may have discerned, *Shadowgate* is not a game for younger children. You must know how to read and be able to solve fairly tough puzzles. I would say ten is the minimum age, perhaps even 12, since ten-year-olds may get bored once they discover they have to spend more time thinking than playing.

Shadowgate is a marvelous introduction for NES owners wishing to experience this type of gaming. I only hope that it will meet with enough success to assure that many other text-adventure games will be released in this format. If you like real adventure, *Shadowgate* is a must.

—C. W.

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503
(213) 373-0404

Back to the Future

LJN
For the Nintendo Entertainment System ($44.95)

Marty McFly is back in 1955, though this time he's trapped on your NES in LJN's *Back to the Future*.

RATINGS:	
Sound/Music	2
Graphics	5
Playability	5
Overall	4



Ah, *Back to the Future*...wasn't that a great movie? Remember the scene when Marty McFly (played by Michael J. Fox) was attacked by mutant, football-sized killer bees? Remember the way Marty would throw bowling balls at any girl he saw twirling a hula hoop? Or what about that famous sequence when a hundred identical thugs attacked Marty at Lou's cafe, and he fought them off by hitting each and every one of them in the face with a flying milk shake? Remember all that?



Well, neither do I—but LJN's *Back to the Future* car-

You've bridged mighty rivers and tunneled majestic mountains. Now you're at the throttle of an $850 million Railroad Empire.

With your next move, it could all go up in smoke.



Play the longshot.

Exercise shrewd business savvy as you maintain a delicate balance between revenue-building passenger lines and empire-building freight lines.

You're at the helm of your own powerful *Railroad Empire*, having magnified modest capital into a burgeoning enterprise.



Strategically manage your resources to maximize your expansion across rivers, through mountains and over gorges.

The ability to design and execute your master plan within a single year is your vital link to success. But remember, every action you take could make you or break you.

Discover the ultimate PC challenge of *Railroad Empire*.

The game includes maps and tools to build your own Transcontinental Railroad or Orient Express.

Railroad Empire.

All it takes is all you've got.

ARTDINK

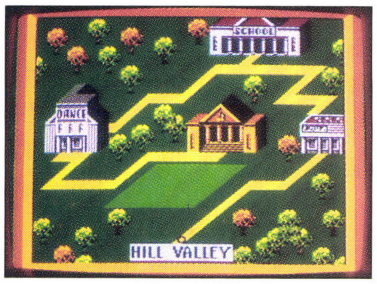
Requires IBM PC or compatible with CGA or EGA, 384K RAM and DOS 2.11 or higher. Exclusively distributed by Seika Corporation, 20000 Mariner Avenue, Suite 100, Torrance, CA 90503. Phone: 1 (800) 462-5040. ©1989 ARTDINK. IBM is a registered trademark of International Business Machines Corporation.

CIRCLE #115 ON READER SERVICE CARD.

tridge for the NES includes these and other outrageous scenarios.

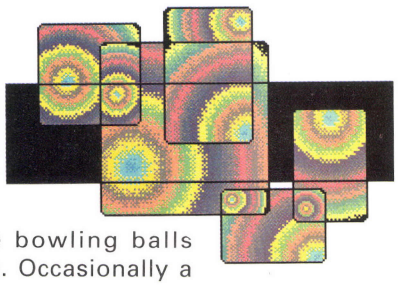
As in the film it's derived from, Marty is trapped in the year 1955, in the fictional town of Hill Valley. He's got to get to the clock tower in the town square before lightning strikes the spire, which will generate the enormous amount of energy necessary to power his time machine and send him back to the...er, present. Unlike the film, the idyllic little town seems to have transformed into quite a strange place: In addition to the aforementioned killer bees, bimbos and bullies, the streets through which Marty races are littered with barrels, overstuffed garbage cans and inexplicable groups of perfectly positioned bowling pins. Oddly enough, there is no traffic, although you'll find a pair of workmen lugging a plate-glass window on just about every other corner. Picture windows must be in big demand there.



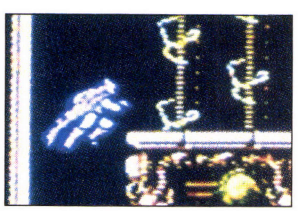


They didn't have lasers in the '50s so you'll have to use bowling balls, cold milk shakes and whatever else you can get your hands on to defeat the baddies.

The screen scrolls vertically in these street scenes, not unlike *Xevious* or a number of other shoot-'em-up titles. Try to avoid the bad guys, pick up the bowling balls, kill the bad guys with the bowling balls—sure, you get the idea. Occasionally a skateboard appears in the street; jumping on it will enable Marty to zip right past his opponents. But be careful because contact with any enemy or stationary object causes the teenage time-traveler to lose everything: skateboard, bowling balls and, of course, several seconds of precious time.



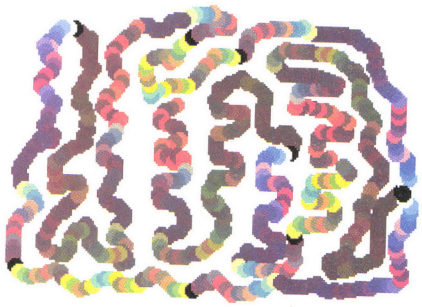
A family photograph at the bottom of the display indicates how much time Marty has left before he screws up his own future by changing the past. (If you haven't seen the movie—well, just try to follow along.) For each moment Marty remains in 1955, he increases his chances of changing the circumstances surrounding his own future and may even jeopardize his own existence. The photo reflects this danger by fading out slowly. If the images disappear, it means you've altered the future enough to prevent you from ever going back. You can slow this process by picking up the little clocks scattered throughout the streets of Hill Valley.



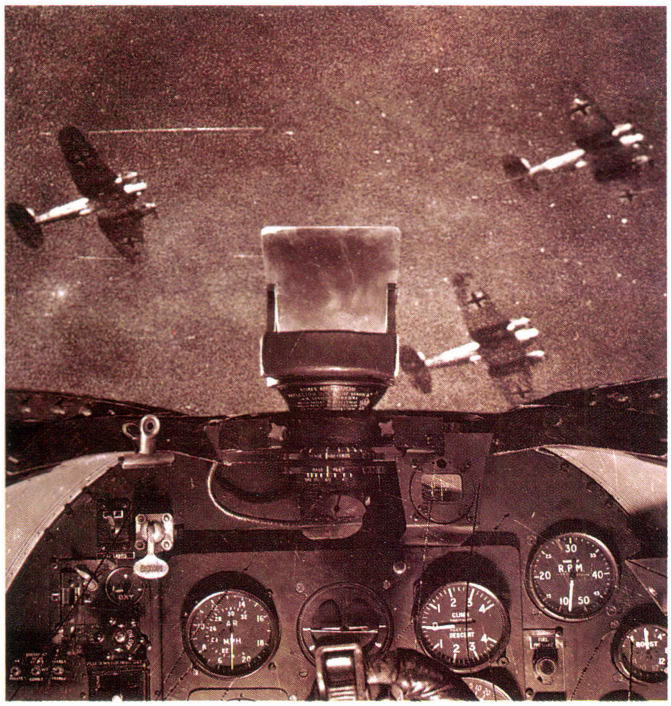
On the way to his rendezvous point, Marty must stop at Lou's cafe, Hill Valley High School and the "Enchantment Under the Sea" dance. At each of these locations, the game switches to a throwing/catching contest (throw milk shakes at the thugs, catch Lorraine's hearts, catch the musical notes with your guitar) that slowly speeds up until you can't handle it anymore. These sequences look easy, but looks can be deceiving.

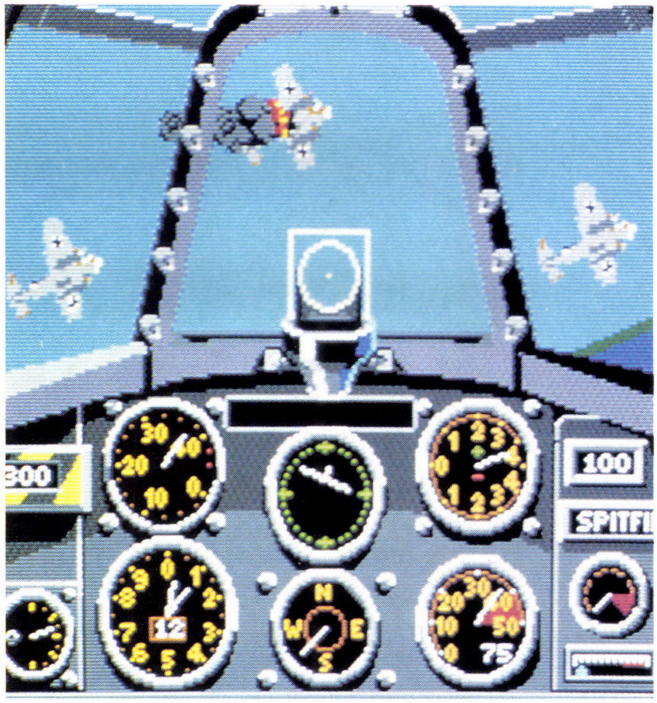
One of the first things you'll notice about *Back to the Future* is the music. The main theme, which begins when the title screen appears, plays constantly until Marty reaches the dance hall and resumes when he leaves that location. The volume knob on your TV is your only escape from this little tune, which completely redefines the word "repetitive."

The graphics, too, are uninspired. If someone were to walk into the room while you were playing this game, they might think it was some sort of lame *Paperboy* ripoff. Aside from the map that shows an overview of Hill Valley, there's certainly not much in the game's overall appearance that parallels that of the film. Marty does bear a slight resemblance to the character he's based on, but he's seen from behind during most of the game. He could just as easily be John Doe, your next-door neighbor or even Little Mac from *Mike Tyson's Punch-Out!* When one of the bullies in the soda shop throws Marty against the wall, Marty collapses to the ground like a sack of potatoes...and let me tell you, he looks like one, too.



If you own one of the more sophisticated controllers available for the NES (such as the NES Advantage), you're probably aware of the fact that the "slow-motion" button featured on some models does not always work. It's a neat gimmick: the controller simply activates the START button repeatedly, which pauses and restarts the game several times per second. Some games have thwarted this option by

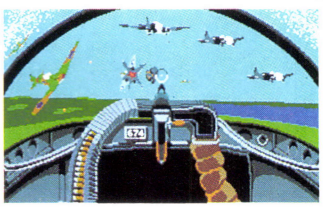




THE BATTLE OF BRITAIN. UP CLOSE AND PERSONAL.

One pilot described a World War II dogfight "like being on the inside of a beehive." And that's just what it feels like to play *Their Finest Hour: The Battle of Britain.*™ The new air combat simulator from Lucasfilm Games that's keeping simulation buffs and action gamers alike on the edge of their seats.

Their Finest Hour includes all the acclaimed features of our *Battlehawks, 1942.* Plus a few new twists.



A Luftwaffe gunner position is the quickest way to get acquainted with the RAF.



Replay combat action sequences from any angle, even from the nose of a bomb!

The Realism Is Unreal.

From the moment you pull back on the throttle, *Their Finest Hour* grips you with near-photographic realism of aircraft, smoke, terrain, and flying debris.



To really get your adrenalin pumping, we've added a cacophony of roaring engines, chattering machine guns, and thundering explosions.

How's That Again?

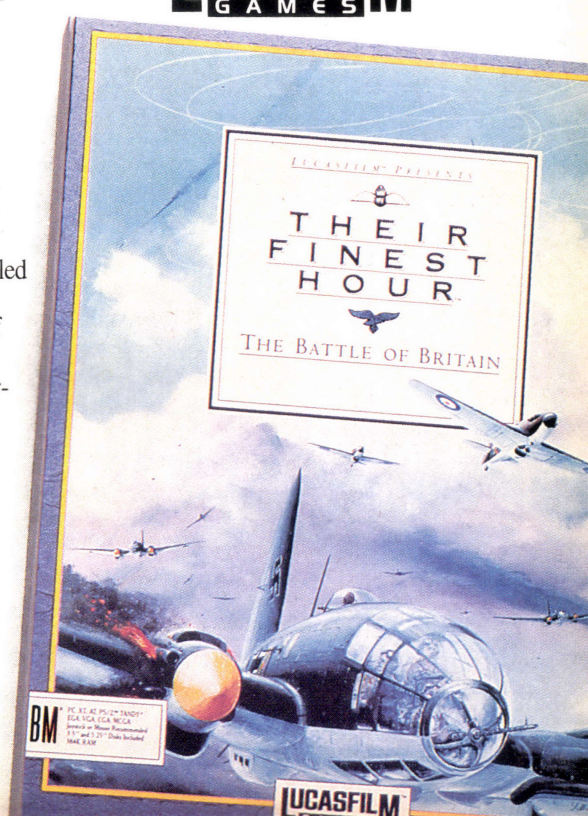
Want to show your friends how you erased that *Flying Pencil* with fancy deflection shooting? *Their Finest Hour* lets you save your proudest combat performances to disk. And relive them in real time, fast forward, or frame by frame.

Look At Life From Both Sides Now.

Take on the Luftwaffe in a tough little RAF Hurricane or fabled Spitfire. Or test your skills at the controls of the Spitfire's nemesis, the formidable Messerschmitt 109. Pulverize ground installations from your Messerschmitt 110 fighter/bomber or your screaming Stuka. Or fly as pilot, bombardier or gunner in a Junkers 88, Dornier Flying Pencil, or Heinkel Spade.

Your success in each mission impacts the next one: knock out a radar installation today, and you'll breathe easier tomorrow. Who knows—you might even change history. And if you don't like the odds, *Their Finest Hour* lets you change sides.

LUCASFILM™ GAMES



IBM screens shown. Available for IBM (includes AdLib™ sound card support), Amiga, and Atari ST.

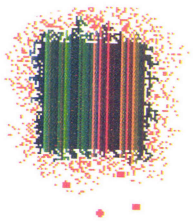
TM and © 1989 Lucasfilm Ltd. All rights reserved. Lucasfilm Games, and Their Finest Hour: The Battle of Britain are trademarks of Lucasfilm Ltd. IBM is a trademark of International Business Machines, Inc. Commodore 64 is a trademark of Commodore Electronics, Ltd. Amiga is a trademark of Commodore/Amiga Inc. Atari and ST are trademarks of Atari Corp. AdLib is a trademark of AdLib, Inc.

CIRCLE #116 ON READER SERVICE CARD.

changing the appearance of the screen while the game is paused or by using a different button to freeze the action. Fortunately, *Back to the Future* plays beautifully in slow-motion; don't hesitate to use this helpful option if it's available to you. It's nearly impossible to get through the entire game without it, especially in the cafe, school and dance segments.



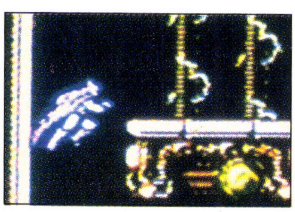
There's a fine line between "challenging" and "frustrating." The best games will toe that line with great care; they may be tough, but they're not completely impossible. Players can sense this, and that's why they keep trying again and again, because they know that sooner or later, they'll win. *Back to the Future*, on the other hand, crosses the impossibility line frequently, at times almost deliberately. After you get thrown out of Lou's Cafe for the twentieth time, you no longer have the urge to play again. By then, your only urge is to remove the cartridge and chuck it out the window. The skateboard is also a source of great frustration: it can frequently be found inches away from a brick wall, where jumping on it nearly guarantees an instant collision. Who needs this kind of aggravation?



After you lose your final life, the computer muses tastelessly: "Tough luck, Marty! It looks like you're stuck here!" The poor guy—being stranded in this demented vision of Hill Valley, circa 1955, will most likely land him in a padded cell at the local insane asylum. A game based on the sequel, *Back to the Future, Part II*, has already been announced. Let's hope it's an improvement over the original.

I suppose *Back to the Future* isn't completely without merit; the game does pick up a bit when you're riding the skateboard, and the dance-party sequence (which features Marty's guitar prowess on "Johnny B. Goode") is a nice touch. Regrettably, there's not much more to recommend, and most players will likely consider it a dud.

—Chris Bieniek



LJN Toys, Ltd.
1107 Broadway
New York, NY
10010
(800) 233-TALK

Phantasy Star II

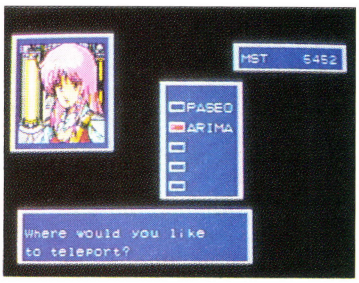
SEGA

For the Sega Genesis ($89.95)

RATINGS:	
Sound/Music	5
Graphics	8
Playability	10
Overall	9

As a *Phantasy Star* fanatic, I was delighted to hear that the sequel was destined not for the Sega Master System, but for the Genesis. When I sat down to play *Phantasy Star II*, I was immediately captivated. It's every bit as great as its predecessor, and it's far longer, tougher and graphically superior to the original. It's also a little less cute and significantly more dramatic.

The setting is familiar to players of the original: the three planets of the Algol system. Eons have passed since Alis, Myau, Odin and Noah defeated Lassic and Darkfalz. In the ensuing centuries, technology has come to Algol. The planets are controlled by the immense biocomputer Mother Brain. The climate has been altered, making Dezo and Mota (Dezoris and Motavia, in Alis's time) habitable. Resurrection has been replaced by cloning; data memory services store your memories. And the slimy stone dungeons have apparently been bulldozed.







Sega has brought FRPG and the adventures of Rudo to the Genesis with *Phantasy Star II*.

But something's rotten in Algol. Mom Brain is experiencing a malfunction and has started producing evil abominations. And you, Rudo, agent of the government, have begun to experience strange nightmares in which a young woman battles an enormous, hellish creature. Alis and Darkfalz? Probably.

After a nifty animated prologue, you begin your journey. As in the original, you'll meet other characters who are interested in joining your expedition; you can travel with as many as three companions. However, you'll sometimes find that you have more volunteers than you have room for, so you need to determine the suitability of different characters for different tasks. You'll also come across situations in which characters you've come to depend upon will fall in the line of duty...and not even the cloning labs can restore them.

If you thought there were mazes in *PS I*, you'll be bowled over by the quantity of mazes in *PS II*. But mapping is easier here than it was in *PS I*. One element of the first game that is not present in the sequel is the first-person, 3-D view of the

continued on page 49

You Can't Take It With You!



Revenge of the Gator™

'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anywhere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy™ make it portable.



SHANGHAI™

The game that took over 2500 years to develop—and at least that long to master! A seemingly endless number of variations of the playing board, each with five increasingly difficult stages to unravel. Play the original version, using Mah Jongg tiles, or the updated version using the alphabet. We can teach you how to play the game, strategies, even how to read the Chinese characters—the only thing we can't teach you is how to quit!

Licensed by Nintendo®

HAL™

HAL AMERICA INC.

The Funatic Specialists™

Official Nintendo Seal of Quality™

7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119

Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. ©1989 Nintendo of America Inc.

©1989 HAL AMERICA INC.

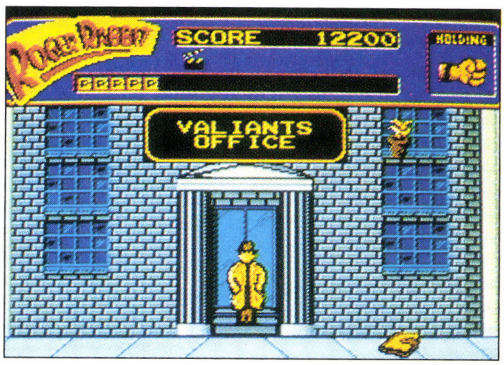
CIRCLE #117 ON READER SERVICE CARD.

EASTER EGG HUNT

Tips are graded on a scale of one to five joysticks. The more joysticks colored in, the more valuable the hint!

Here's a key to the abbreviations:
U = Up
D = Down
L = Left
R = Right
A = "A" button
B = "B" button

Have you discovered something wild in a video game? If you have some great hints and tips for us, just put them on a piece of paper and send them to us at VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, Attn: *Easter Egg Hunt*. The author of each new tip we use will receive $10. Write neatly, and be sure to include your name and address!



Dragon Spirit

(NEC for the TurboGrafx-16)

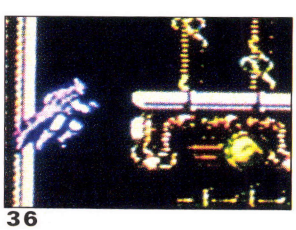


This action game contains a sound-test mode with a twist: programmability. As you can see, not only can you play back any of the musical pieces, you can have the TG-16 shuffle the order or program what "tracks" you want to hear.

To get to this mode, enter L, R, D, U, SELECT, L from the title screen. Play with the buttons to see what you can do. Thanks to "Strider Prime" from Daly City, California, for this tip.

***Dragon Spirit* also contains an interesting egg that alters the screen shape—it's squeezed in on the sides, more like an arcade display. This makes it easier to see enemies as they come into the playfield from the top, giving you more time to reach and shoot them. (Compare the two accompanying *Dragon Spirit* pictures to see the difference.)**

To enter this mode, start from the title screen, hold the SELECT button and hit the RUN button 57 times. Wait a bit between each button press to make sure the screen resets (a sound will confirm this is working).





Who Framed Roger Rabbit?

(LJN for the Nintendo Entertainment System)

Andre Dec of Butler, Pennsylvania, has an elaborate way to build up your wallet supply in this game pak based on the popular animated movie. Here's what Andre says to do: Go to Valiant's office and take the wallet from in front of the building (if you haven't already). Enter the building, move to the wastebasket and search it. Another wallet will appear. Finally, if you exit the building, yet *another* wallet will be in front of the office. Repeat this sequence as often as you need to to build up your inventory. Thanks for the great tip, Andre.

HAL America Brings You 3 Hot New Games!



AIR FORTRESS™ *Our shoot-em-up with a difference! While battling your way through enemy defense forces, you must pick up the energy and weaponry items you'll need for the coming challenge. Then into the body of the Air Fortress itself, where you must find your way through the mazes to the reactor, then plot your escape before the energy supply is depleted. The perfect combination of high-energy arcade action and brain-teasing problem solving.*

ADVENTURES OF LOLO™ *There's no macho warrior armed with the latest destructive technology in this game—only our valiant little Lolo, taking on all challenges armed only with ingenuity and patience. A game for adults as well as children,* ***The Adventures of Lolo*** *contains fifty different mazes of increasing difficulty that must be defeated, not by force, but by wise use of the tools at hand. This is the game we play when the boss isn't around!*

ROLLERBALL® *The classic pinball game of the '50s, updated with the technology of the '80s—you've never seen a pinball game like* ***ROLLERBALL****. Two game options, the four-screen scrolling excitement of Skyscraper and the one-on-one competition of Matchplay, bring a brand new challenge for old hands and novices alike. At last, a video game that gives Dad a chance to win! And,* ***ROLLERBALL*** *won't tilt!*

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

HAL AMERICA INC.™

The Funatic Specialists™

Official Nintendo Seal of Quality™

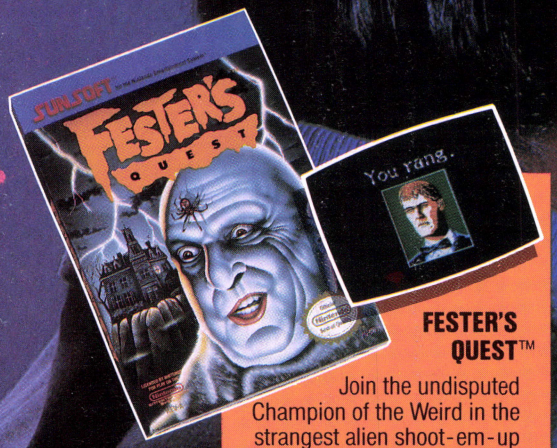
7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119

HAI is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are trademarks of Nintendo of America Inc.

©1989 HAL AMERICA INC.

CIRCLE #118 ON READER SERVICE CARD.

TAKE ON THE TITLES THAT



FESTER'S QUEST™

Join the undisputed Champion of the Weird in the strangest alien shoot-em-up you've ever seen!



PLATOON™

This isn't kid stuff. In fact, it just might be the most frighteningly real video game ever!

Want the most explosive titles in the history of video gaming? You got 'em! Sound effects that'll make the room rattle? Stand back! Graphics so huge, so fast-moving, so incredibly lifelike, you'll think your TV just might explode? Hold on to your joystick!

This is the world of Sunsoft, a world of video entertainment that's light years ahead of anything you've ever seen. So if you're up for the ultimate challenge, strap yourself in, and take a trip with the Titleholder!

SUNSOFT® THE TITLEHOLDER!

Sunsoft® is a registered trademark of Sun Corporation of America. Characters for Fester's Quest™ are licensed from Barbare Artists, Inc. Television rights for Fester's Quest™ are licensed from Orion Television, Inc. Platoon™ is a trademark of 1986 Hemdale Film Corporation. All rights reserved. Software rights and game design sublicensed from OCEAN Software Limited. Blaster Master® is a registered trademark of Sun Corporation of America. Batman™ indicates a trademark of DC Comics Inc. © 1989. Spy Hunter™ is trademark of Bally Corp. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. Batman screen visual from Warner Bros. movie. © 1989 Sun Corporation of America.

WILL BLOW YOU AWAY.



SPY HUNTER™
The Arcade Smash of the 80's is back, and no NES library is complete without it!

BATMAN™
Ready for the rematch? The CAPED CRUSADER™ returns to take up where the movie left off!

BLASTER MASTER®
Welcome to the subterranean monsterpiece with the graphics power to blow your TV away!

CIRCLE #119 ON READER SERVICE CARD.

Hot News for Hot Shots!

Get the inside track on Sunsoft games in the **FREE** Sunsoft Game Time News.

Name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL. 60198 VG

BATMAN

Gotham City's Caped Crusader™ Glides Onto Video-Game Screens

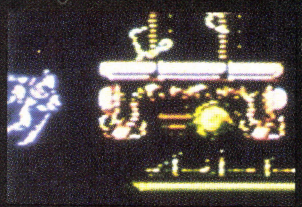
THE MOST POPULAR MOVIE OF 1989—AND PERHAPS THE DECADE—WAS WARNER BROS. *BATMAN*. WITH MICHAEL KEATON, AN UNLIKELY CHOICE AS A SUPERHERO TO MANY, IN THE TITLE ROLE AND JACK NICHOLSON AS EVIL GOTHAM CITY™ GANGSTER JACK NAPIER, BETTER KNOWN AS THE JOKER,™ THE STAGE WAS SET FOR A WILD CONFRONTATION.

Now Sunsoft has taken the premise for this first *Batman* film and turned it into a fast-paced game pak for the Nintendo Entertainment System, which should be released to stores by the time you read this.

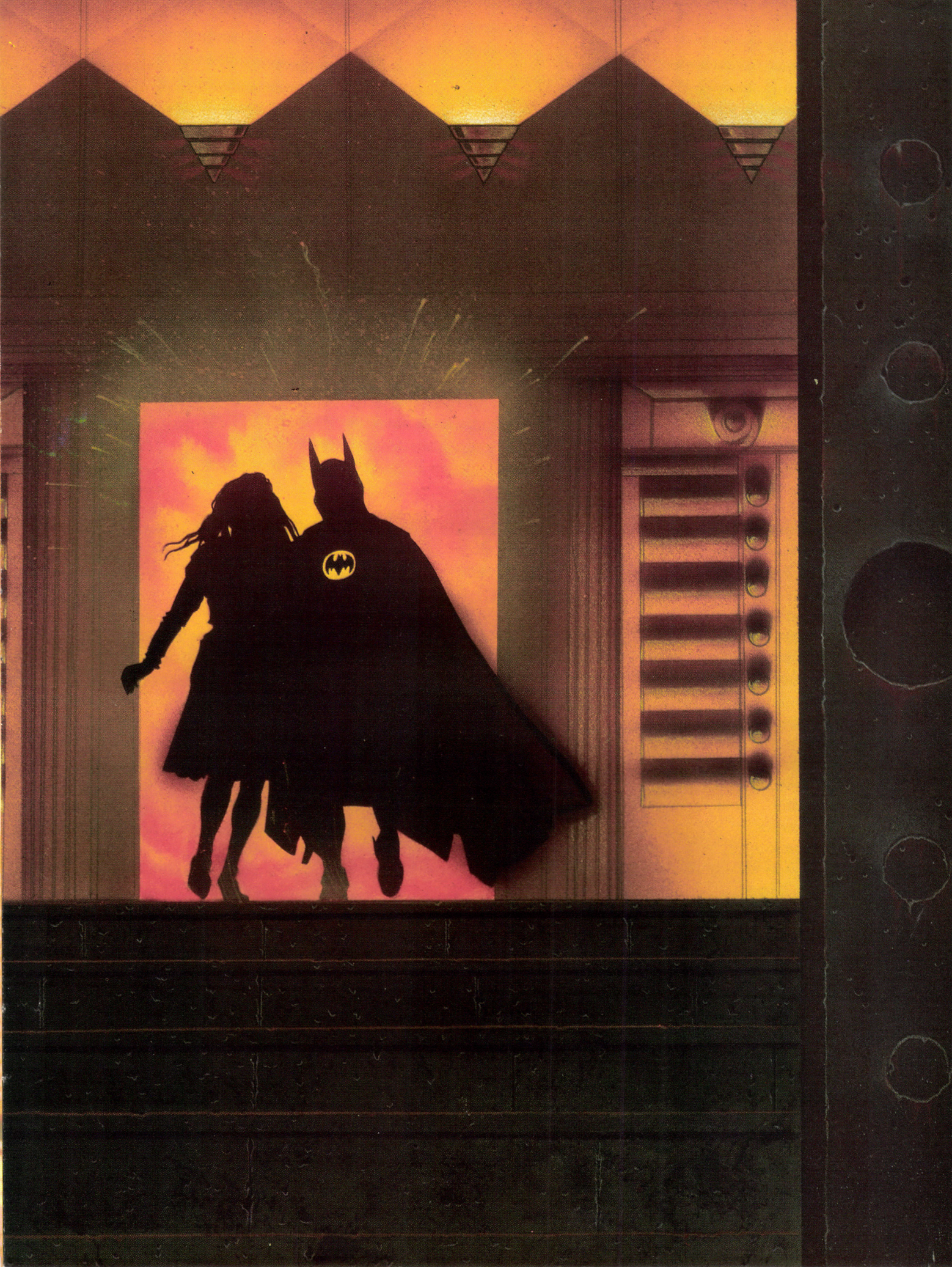
The Making of *Batman*

We spoke to Jay Moon, Sunsoft's software development manager, who told us a little about how the game came into their hands and the delicate nature of converting a big-time movie hero to the video-game arena. Particularly with a major trademark like *Batman*, all aspects of the game's design were scrutinized by Warner Bros. for accuracy. In fact, all characterizations had to go through Keaton, Nicholson and, in some cases, Kim Basinger (who played the part of Vicky Vale, Batman's/Bruce Wayne's love interest in the film).

Development of the *Batman* game began with the first storyboards—the sequence of drawings that outline the proposed action—being created in October of 1988. Two months later, Sun Electronics Corporation, Sunsoft's Japanese parent company, started working on programming the game at their



™ & © 1989 DC Comics Inc.



Konan City, Japan, office under team leader, Mr. H. Suzuki. By the end of the project, the team numbered seven members (between the ages of 20 and 26), though most of the work was done by one programmer and two graphic designers.



"When I went to visit [the *Batman* programming team], it was obvious that these kids took pride in what they were doing," Moon said. "And the final game shows it."

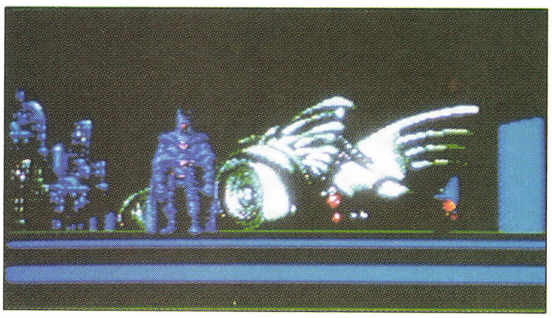
By far the most difficult aspect of designing the *Batman* video game was that the movie hadn't been released at that point and was extremely top secret, so information was at a minimum. For this reason, the designers frequently had to work off sketches and photos, and all aspects of the game bounced back and forth between Japan and Wood Dale, Illinois (Sunsoft's American office), as well as between Sunsoft, DC Comics (in New York) and Warner Bros.

Luana Chambers, software licensing manager for Warner Bros., relayed to VG&CE their satisfaction at the final product. "*Batman* required an enormous amount of teamwork between Warner Bros. and Sunsoft. Sunsoft's tremendous dedication to this property has resulted in an outstanding video-game program. We couldn't be happier."

Interestingly enough, other video-game versions of *Batman* will be created by Sunsoft—most notably for the PC Engine, Mega Drive (the Japanese counterparts of NEC's TurboGrafx-16 and Sega's Genesis, respectively) and the Game Boy. Only the Game Boy will see the light of American stores, as the contracts limit the systems that *Batman* will be released on in America. (As of this writing, the Game Boy version of *Batman* is finished and is being looked over by Warner Bros. for final approval. No firm release date has been set, though Moon guesses it will be available in mid-1990.)



What makes the situation more interesting is that all three video-game console versions of *Batman* were developed by different design teams, to prevent any crossover of concepts and designs, and to ensure that each product stands apart from the others. Moon feels that the NES version is the best of the trio.



Also holding that opinion is Bob Bernstein, Sunsoft's vice-president of sales and marketing, who noted, "*Batman* has been a tremendous undertaking [for Sunsoft] from the very beginning. There were many obstacles to overcome during the development stages of the game. However, we are ecstatic with the completed program and anticipate nothing short of a blockbuster hit with the Nintendo community."

Batman: The NES Cartridge

Again, the Sunsoft version tries to stick to the movie as much as it can, highlighting Batman's trek toward a final meeting with the Joker. Similar to *Blaster Master*, another of Sunsoft's popular NES cartridges, you have to move Batman through various scenes, gathering weapons by battling the enemies that cross your path.

After an adversary has been defeated, he'll change to an icon that will either build your arsenal of weaponry (featuring a Batarang, a spear gun and a tri-directionally firing dirk, in addition to straight fisticuffs), Batman's life force (through the acquisition of hearts) or bonus points (designated by the "B" icon).



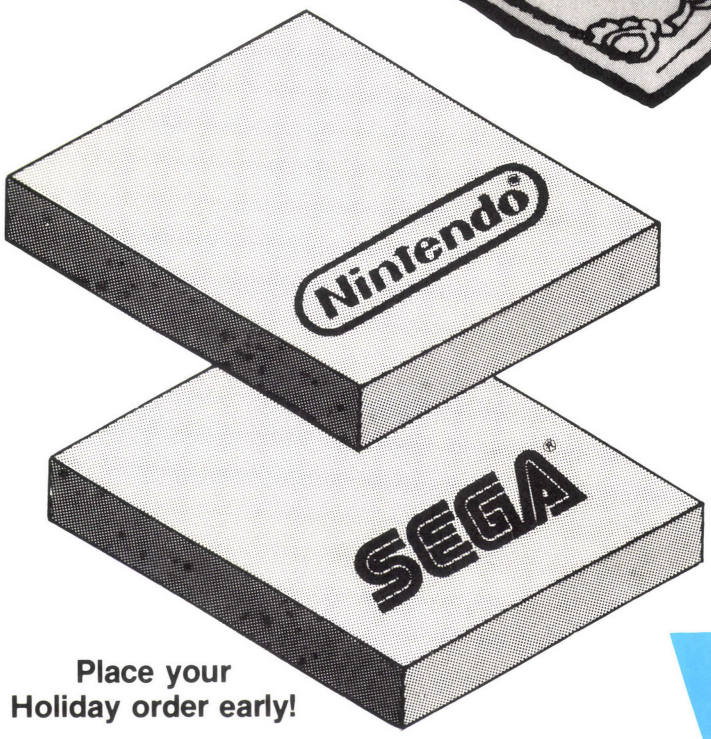
As you go on with the mission, you'll face 15 different types of enemies and five bosses through five levels that increase in difficulty and seriously test your control-pad prowess. By no means is *Batman* an easy game.

The game begins with Gotham City planning their 200th anniversary festival, though the city is corrupt with crime that goes right up to the highest offices in government. Who else but the Caped Crusader can clean up Gotham City's act?

From the streets of Gotham City, the action moves into Stage 2, the Axis Chemical Factory, the control center for the Joker's crime reign. It's here that Batman must maneuver around the liquid-waste floor, the spark floor, the conveyer belts (which move the Joker's

Turn Your Used Video Game Cartridges Into Cash!





- We pay the highest prices for your used video game cartridges: Nintendo, Sega, Genisis, Turbo Grafx-16 and Game Boy.
- We sell used video game cartridges. We also sell the hottest new video game cartridges.
- Largest used video game dealer in the world.
- Join our game club!
- Send self addressed stamped envelope for current titles and prices.

Place your Holiday order early!

SEGA is a registered trademark of Sega Enterprises, Inc.

NINTENDO is a registered trademark of Nintendo of America, Inc.

GENISIS is a registered trademark of Sega.

TURBO GRAFX is a registered trademark of NEC.

GAME BOY is a registered trademark of Nintendo.

Video Replay INC.

97 Sherwood Ave., Dept. CE3
Farmingdale, NY 11735

CIRCLE #120 ON READER SERVICE CARD.

CAPE COD CONNECTION

Mail Order Software & Hardware
21 Pleasant View Avenue
Falmouth, MA 02540
1-508-457-0739

We carry computer entertainment, education, and business software for all formats. To receive a listing of computer software available, send a self-addressed stamped business size envelope (attach $.50 postage please). **Please specify format.** To receive our quarterly Nintendo Newsletters, please send $2.00 and a self-addressed stamped business size envelope. Volume Nintendo orders welcome. We accept credit card orders and money orders. Computer software orders shipping add $3; Nintendo orders add $4 shipping; AK, HI, PR and Canada add $7 shipping. Prices subject to change. Just a few of our IBM selections follow. There is much much more!

SOFTWARE

Ad Lib Music Card	$135	I. Jones: Last Crusade	35
Sound Blaster	Call	Keef the Thief	28
A-10 Tank Killer	33	Knight Force	31
Archipelagos	28	Lakers vs Celtics	34
Blue Angels	33	Madden Football	34
Budokan	34	Monday Night Football	33
Code Name : Ice Man	38	M-1 Tank Platoon	42
Colonel's Bequest	38	Mech Warrior	33
Conquests of Camelot	38	Qix	26
D. Wolf: Secret Agent	33	Shinobi	28
Death Track	30	Star Trek V	33
Die Hard	28	Street Rod	33
Dragons of Flame	28	Sword of Samurai	36
Double Dragon II	28	Tank	38
F-15 Strike Eagle II	37	TV Sports Basketball	Call
F-16 Combat Pilot	34	TV Sports Football	36
F-40 Pursuit	30	Ultima VI	Call
Hardball II	28	Windwalker	28
Harpoon	Call	Wizardry Trilogy	33
Hero's Quest	38	X-Men	28

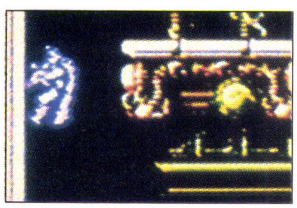
VISA MasterCard

CIRCLE #127 ON READER SERVICE CARD.

chemicals around the plant) and, finally, the Machine Intelligence System that controls the factory's network of machinery.

Stage 3 drops our hero into the underground sewer lines beneath the Axis factory. The task at hand is to find the path that will lead out through the secret underground cavern. But before he's home free—or at least on to the next level—Batman will have to defeat the nasty Electrocutioner. This adversary's Moon Attacker weapon, a beam of ten mega-gigavolts that is emitted from his arm, is quite dangerous.





The Laboratory Ruins, the deserted building that houses the Joker's secondary hideout, is the setting for Stage 4. Here, Batman discovers the results of the genetic experiments that the Joker is conducting. In the adjacent storage room, Batman reaches an area filled with tools, machines and power conduits. Finally, in the hot Thermal Processing Plant, where the waste—but hopefully not Batman—is incinerated, the Caped Crusader takes on the Dual-Container Alarm Boss. After succeeding, it's on to the final confrontation.

For the exciting conclusion to *Batman*, the programmers have matched the movie's finale, in which the Joker takes Vicky Vale to the peak of the Gotham City Cathedral. Before Batman meets the Joker there, though, he first has to do away with the Joker's chief bodyguard, the Firebug. The Firebug is second only to the Joker in power, and his vendetta against Batman for defeating Firebug's brother makes him even stronger, not that his 600,000,000° fire balls aren't bad enough.

The meeting with the Joker has Batman facing his toughest challenge. The Joker is not only equipped with his long-barrel pistol, but also can bring bolts of lightning down from above. Should you be able to lead Batman to victory, he'll go nose-to-nose with the Joker, taunting his adversary with the Joker's own favorite line about "dancing with the devil in the pale moonlight." (Fans of the movie will remember that this is what Napier said to Bruce Wayne after killing the boy's parents; it later served to tie the past and present for Batman.) Batman then takes the Joker by the lapel and tosses him off the cathedral to the pavement below. Sunsoft's dark animations and graphics that accompany this finale are haunting and hard-edged.

The short time we spent playing this game told us that it had the right combination of quality action, strategy and graphics to be a big success with NES owners. We're sure you'll feel the same way.

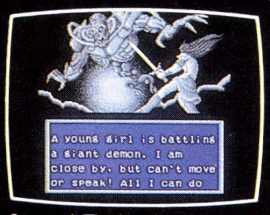
Check Out Our Batman Flipbook

This month VG&CE commemorates the release of the Batman *video game by Sunsoft with a special flipbook animation taken from a scene in this fast-paced action game. In Level 2, Batman is moving through the spark-floor section, where he must look out for dangerous thugs, on top of the threat of damage from the electric beams. To accomplish this he needs to use his wall-clinging skills to bounce back and forth between the wall and the platforms, quickly dispatching any criminals that may be lurking in his way.*

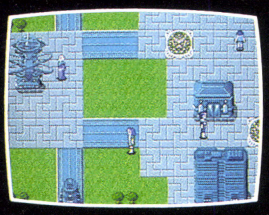
To view the animation, take the magazine with the back cover facing up, look at the lower-left corner and flip through the pages toward the beginning of the magazine. It shows Batman climbing upward, where he has a fistfight with one of the Joker's henchmen.

UNTIL NOW YOU NEEDED A COMPUTER TO PLAY AN ADVENTURE GAME AS ADVANCED AS PHANTASY STAR II.

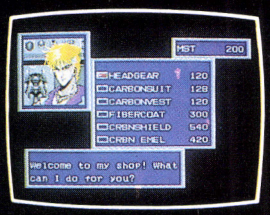
NOW YOU DON'T.



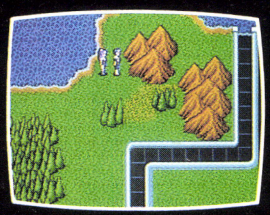
Screen 1. The heroine Alis strikes at a monster seen in your dream.



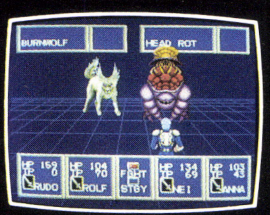
Screen 2. Your party explores the inner city and discovers the Control Tower.



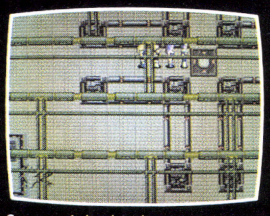
Screen 3. In shops, you buy some critical equipment you will need in your quest.



Screen 4. Carefully explore the wilderness outside the city on the planet Mota.



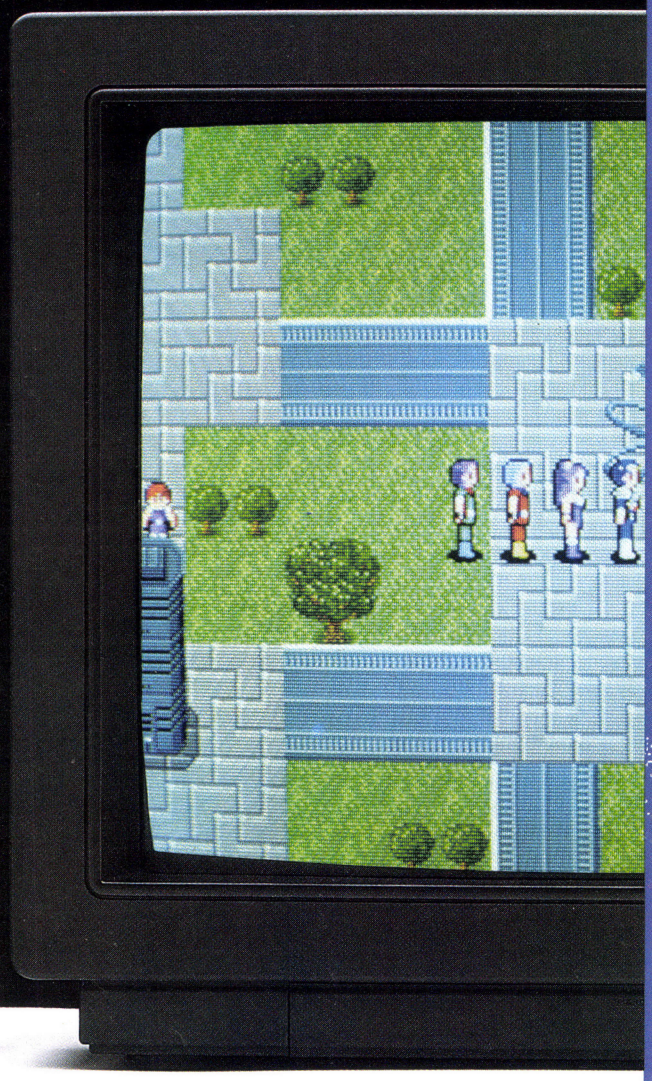
Screen 5. Burnwolf and Head Rot are mutant monsters you must destroy to succeed.



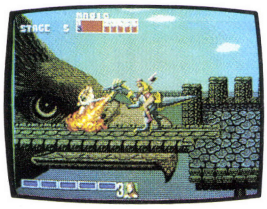
Screen 6. In the dungeons below the city your search is constantly beset by monsters.



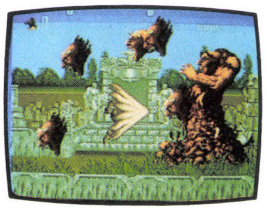
Screen 7. Pug, an evil foe, keeps you from your appointed rounds and possibly success.







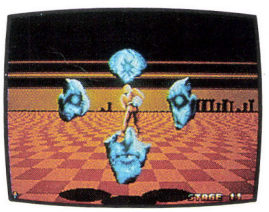
Golden Axe™



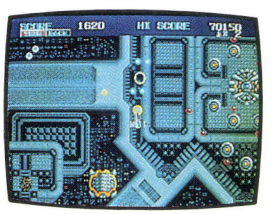
Altered Beast™



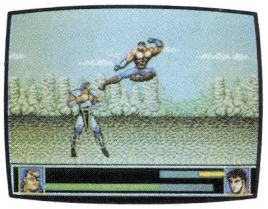
The Revenge of Shinobi™



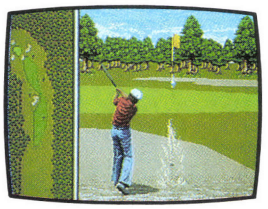
Space Harrier II™



Thunder Force II™



Last Battle™



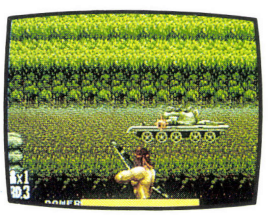
Arnold Palmer Tournament Golf™



Truxton®

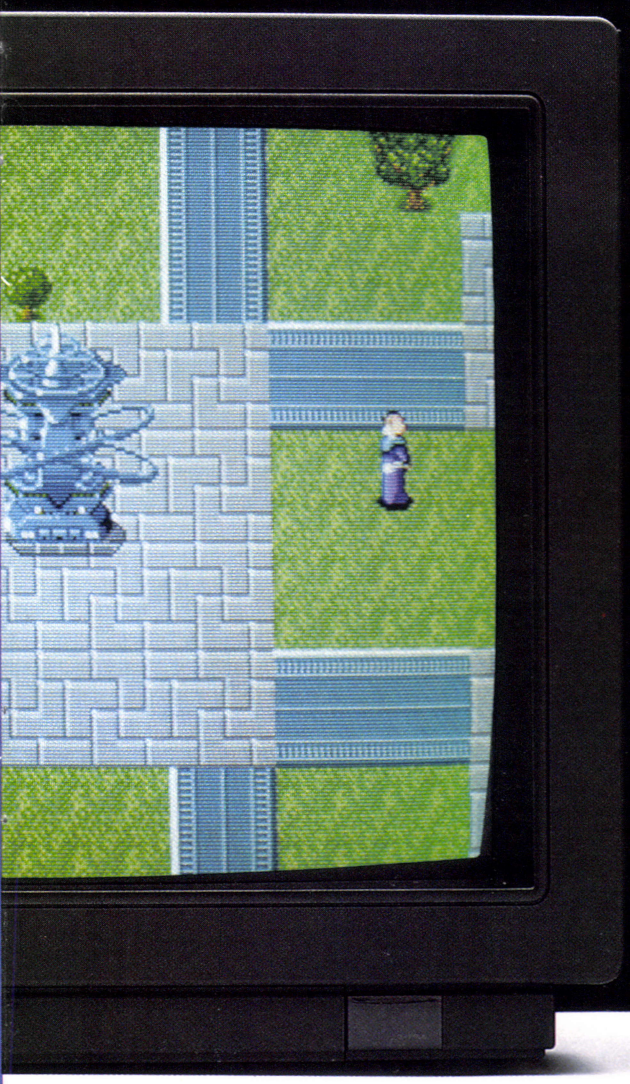


Ghouls 'n Ghosts™



Rambo III®

Altered Beast,™ the Sega® arcade hit, comes with the Genesis system. TeleGenesis™ Modem, Power Base Converter™ and other games sold separately. Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls 'n Ghosts and Forgotten Worlds are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Carolco International N.V. Thunder Force II is a trademark of Techno Soft. Zoom! is a trademark of Discovery Software International, Inc. Truxton is a copyright of Toaplan Co., Ltd. Power Base Converter, TeleGenesis and all other game titles are trademarks of Sega of America, Inc.



Welcome to the ultimate adventure game. Phantasy Star II for the 16-bit Genesis system features the biggest memory (6 mega) videogame cartridge to date. With 19 multi-level maze dungeons and 9 separate cities to explore, you'll be glad that we've included a 110 page book filled with maps and hints to help you on your journey.

Mother Brain controls the planets, Mota and Dezo. But something has gone awry. The planets are flooding. The temperature is rising. And the cloning process is turning out mutants.

Your mission is to correct the problems. First you'll have to find the Central Tower from which the Algo Star System is controlled. You'll also visit factories, science labs and data libraries to plot your course.

Choose your partners from among Hugh, the biologist, Shir, the thief, Kain, the wrecker, and many more. Travel light—in Knife Boots and Carbonsuit. Stalk boldly into the unguarded wilds armed with magic and an amazing array of armory.

Together you fight hundreds of Biomonsters and solve twisted riddles that will hopefully lead you to your goal. Your quest may last hundreds of hours, so we've included battery memory backup so you can take a break. Then you can resume playing exactly where you left off.

Where else can you find such excitement, but on Genesis from Sega.





Super Hang-On™



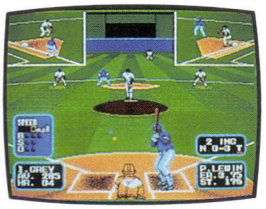
Zoom!™



World Championship Soccer™



Super Thunder Blade™



Tommy Lasorda Baseball™



Forgotten Worlds™

SEGA®

GENESIS®

TeleGenesis Modem and Games: These products are planned for future availability, and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.

© 1989 Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080.

CIRCLE #121 ON READER SERVICE CARD.

Advanced Dungeons & Dragons®
COMPUTER PRODUCT

CHAMPIONS OF KRYNN

The first fantasy role-playing epic set in the AD&D® DRAGONLANCE® game world!

CHAMPIONS OF KRYNN improves on the award-winning game system used in SSI's mega-hits *POOL OF RADIANCE* and *CURSE OF THE AZURE BONDS*. For the first time ever on your computer, you'll enjoy fantasy role-playing adventure in the legendary AD&D® game world of Krynn! Your quest: Defeat a vile plot by the forces of evil to establish the Dark Queen, Takhisis, as undisputed ruler of Krynn!





IBM DISPLAY

AVAILABLE FOR:
IBM & C-64/128.
APPLE II & AMIGA.

▶**FREE POSTER!**
Inside every box.

▶**CLUEBOOK!**
Coming soon to a dealer near you.

To order: visit your retailer or call: 1-800-245-4525 to charge on VISA or MasterCard. To receive SSI's complete product catalog, send $1.00 to: SSI, 675 Almanor Avenue, Sunnyvale, CA 94086.

TSR, Inc.



DragonLance®

ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE, and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1990 TSR, Inc. ©1990 Strategic Simulations, Inc. All rights reserved.

SSI™

STRATEGIC SIMULATIONS, INC.®

dungeons. Instead, the dungeons/mazes, are actually viewed from the same vantage point as the rest of the game: from above, with the surrounding area visible at all times. Thus you don't have the piecemeal square-by-square mapping of *PS I* that was so time-consuming; instead, you can sketch the mazes with less walking around. I miss the 3-D technique that was accomplished so smoothly and eerily in *PS I*, but considering the volume of mapping involved in *PS II*, the designers were doing us a favor. Moreover, the mazes (which are found underground, underwater, in satellites and everywhere else imaginable) are rendered with the multi-level technique found in many Genesis games, making them realistic in their own way.

Occasionally, there are scenes of interaction between characters in your party and characters controlled by the computer. For example, in one surprising sequence, a girl is accidentally killed by her father, who then takes his own life. These add a high quantity of drama to the *PS II* story.

The graphics offer great detail and superb use of color and shading. However, the battle sequences take place on a featureless grid that seems out of place. I preferred *PS I*'s technique of displaying a background appropriate to the current landscape during combat. On the other hand, this new interface lets you view the scale of the creatures in relation to your characters.

The music in *PS II* is in stereo, but there's still not a wide enough variety for my tastes. There are ten themes played throughout, but as the game will take weeks to complete, those ten themes are stretched pretty thin.

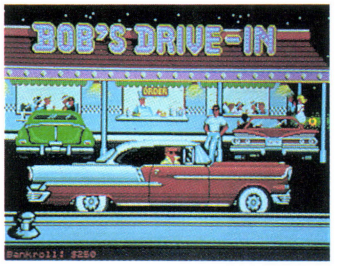
I could tell you more, but I hope to just whet your appetite for this game. It's very user-friendly, with a simple but extensive menu system, and the battery backup allows you to save numerous games in progress. The plot advances quickly, providing a constant stream of new subplots—at one point, you even become a fugitive from your own government. *Phantasy Star II* is a complex and eminently enjoyable game that will give you more variety and challenge for your buck than any other video game. It's a worthy successor to the *Phantasy Star* name.

—Joshua Mandel

Sega of America
573 Forbes Boulevard
South San Francisco, CA 94080
(800) USA-SEGA

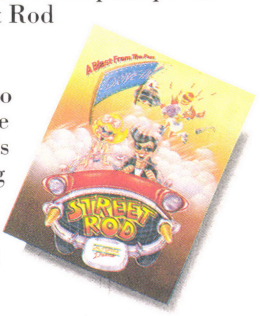


PLAY STREET ROD AND YOU MAY BE DRIVING BACK TO THE FIFTIES.



Cruise back to the good ol' days of rock 'n roll, drive-ins, and racin' for pink slips as you rod around town at 90 mph.

But hey, first you'll need a car. Choose one of the 25 classics from a '32 Ford Coupe to a '63 Vette, and soup it up into fire breathing Street Rod with some of the 35 custom parts.



Then, it's down to Bob's Drive-In where your buddies are waiting to see you show your stuff. Wanna drag? Out to dead man's curve? You'd better win or you'll never become King of the streets.

Plus, you could drive away in a '58 Impala Street Rod or win one of hundreds of other prizes in the Street Rod Sweepstakes.

Available for IBM PC® and TANDY® computers.

California Dreams' Street Rod Sweepstakes Official Entry Form
WIN a 1958 Chevrolet Impala!
No Purchase Necessary. Contest Ends March 31, 1990

Name_____ Address_____
City_____ State_____
Zip_____ Phone_____
What is the driver of the '55 Chevy called?_____
Sales Person's Name_____ Store Name_____
For the answer to the contest question and complete contest details, contact a participating dealer.

© 1989 Logical Design Works, Inc.
780 Montague Expwy, #403
San Jose, CA 95131

CALIFORNIA Dreams™

CIRCLE #122 ON READER SERVICE CARD.

HIRYU's SECRET MISSION:

A Player's Guide to

STRIDER

Part I

by Clayton Walnum



Computer graphics by Naylor-Ferguson



***WARNING:** If you already own* **Strider,** *we suggest you play it before reading the information presented here. Studying our maps prematurely may decrease your enjoyment of the game. However, if you haven't yet purchased* **Strider,** *you may browse through this article in order to decide if the game is something you'd enjoy. It's unlikely you'll remember many of the clues once you do start to play.*

Living peacefully in Mongolia, Hiryu, the youngest Super-A-grade Strider, planned to spend his life enjoying the fruits of retirement. But Matic, the vice-director of Strider, had other ideas. Hiryu's good friend, Kain, had been captured by Hiryu's enemies, and Matic wanted him destroyed before he could reveal any secret information.

Kill his best friend? Fat chance! Hiryu set off on the mission, but not with plans of assassination. Instead, he would *rescue* Kain.

Rescuing Kain was not a difficult task for a Super-A Strider. However, once his friend was safe, Hiryu discovered that there was more to the mission than met the eye. He had stumbled upon a dangerous conspiracy, one that would lead to the development of Zain, a mind-control weapon powerful enough to bring the world to its knees.

Playing Your Part

It's up to you, as Hiryu, to not only rescue Kain but also to defeat all those involved in the conspiracy and to destroy the Zain

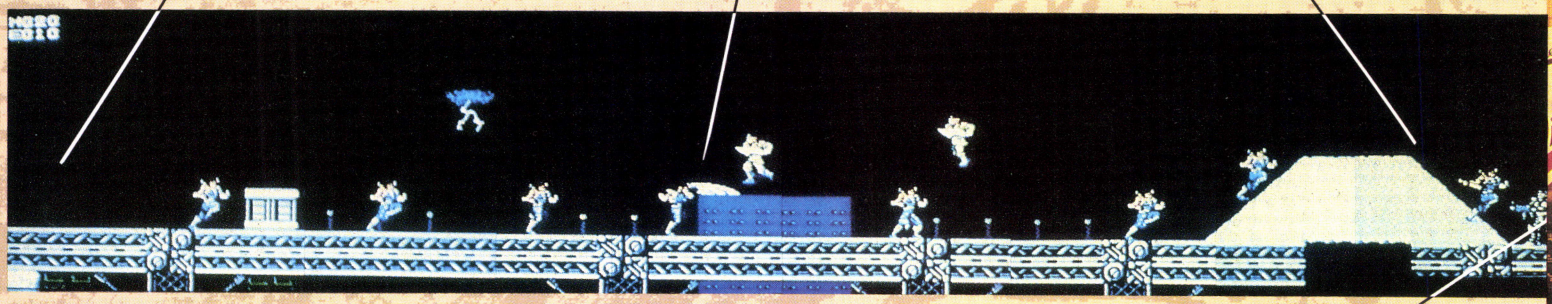
Continued on page 57

Strip 1: Kazakh

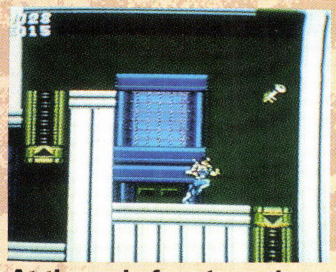
You begin your adventure here. You must also return here in order to get back to the Blue Dragon console.

In this first level, soldiers will attack continuously. When they leap at you, step back a little in order to give yourself room to fight.

Shoot this guard the instant you get into range, and you'll have no trouble getting down the transporter behind him. He'll give you the S-1 key.

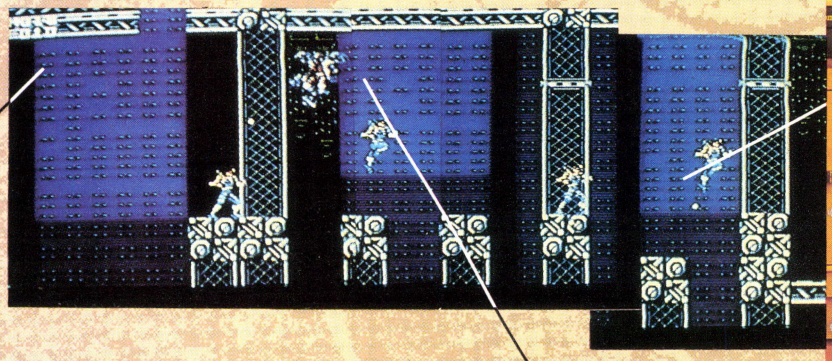


Take this transporter down to Strip 2.



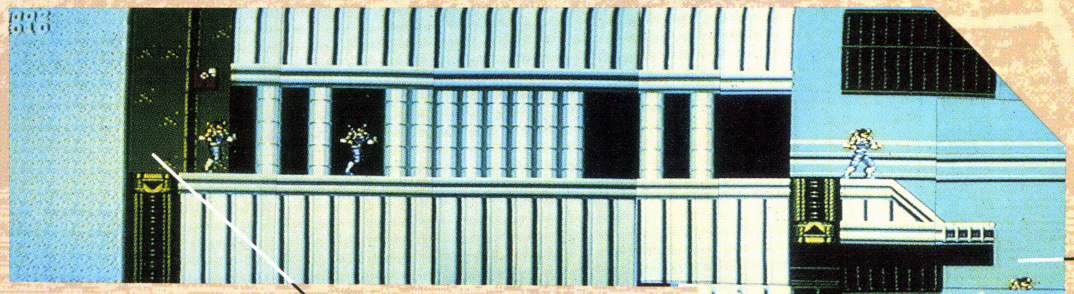
At the end of each section, you'll find either a file or a key.

Strip 3: Kazakh



As you fall from above, swing a little to the right. If you don't, you'll miss the pedestal and fall onto the spikes below.

As soon as you land on the first pedestal, start running and jumping from pedestal to pedestal. If you do, the flying creatures will usually miss you.

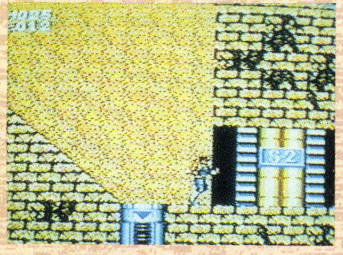


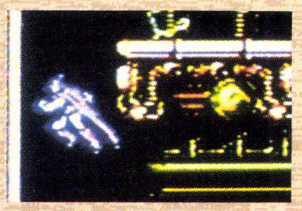
You can go left or right here, although dropping down the right-hand passage is a little quicker.

Strip 4: Kazakh

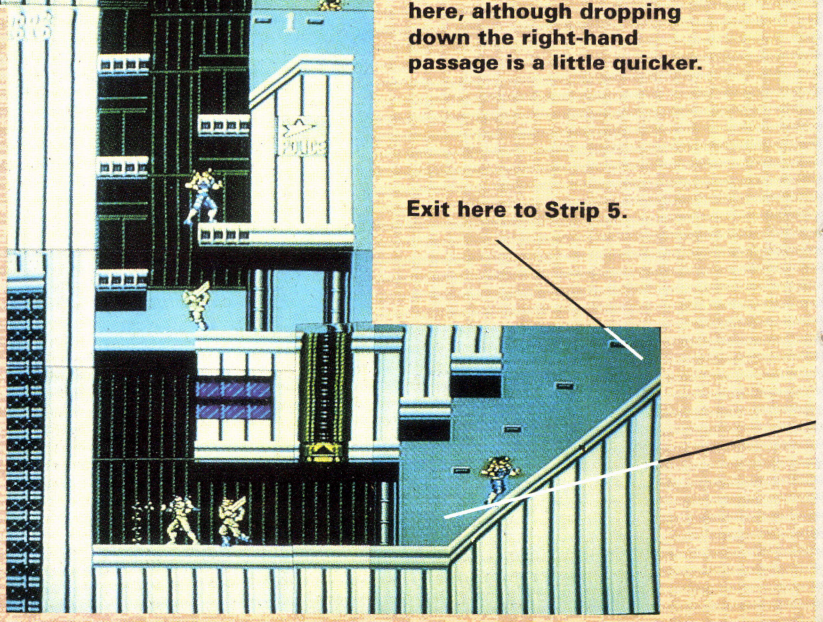
This transporter will take you down to Strip 3. Also, it is here that you will find File 1.

You need the right key to open numbered doors.





Exit here to Strip 5.

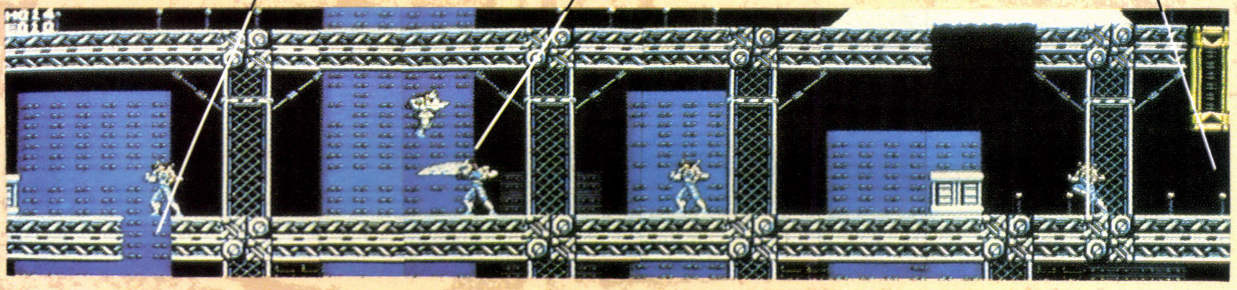


Strip 2: Kazakh

Fall down this hole to get to Strip 3.

More soldiers will attack. Deal with them just as you did before.

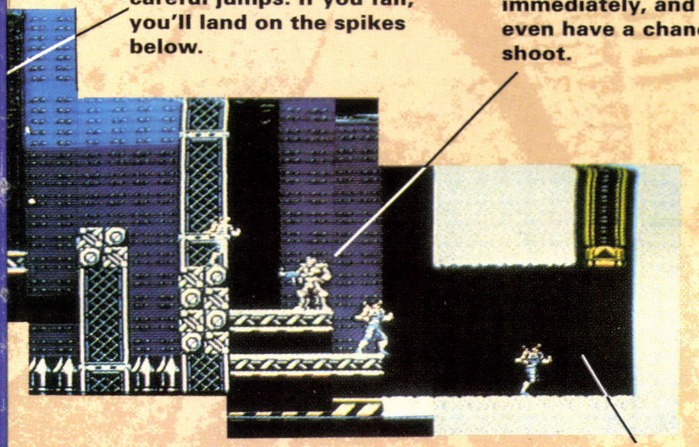
This transporter leads up to Strip 1.



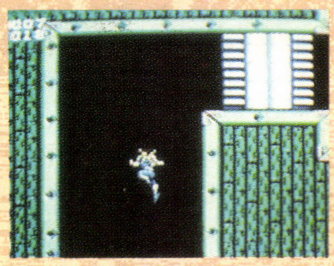
Strip 5: Kazakh

You need to make fast but careful jumps. If you fall, you'll land on the spikes below.

Take this guard out immediately, and he won't even have a chance to shoot.



Take this transporter up to Strip 4.



Hiryu can fall great distances without getting hurt.

This is a good place to build up your health, if you need to. Just run up the slope and shoot the soldier. Sometimes he'll leave behind a health capsule, sometimes he won't. By moving back to the left and then going up the slope again, the soldier will reappear. You can do this as often as you like.

Exit here to get to Strip 6.

This transporter leads up to Strip 11, but there's no point in going up until you have the key for the S-2 doors.

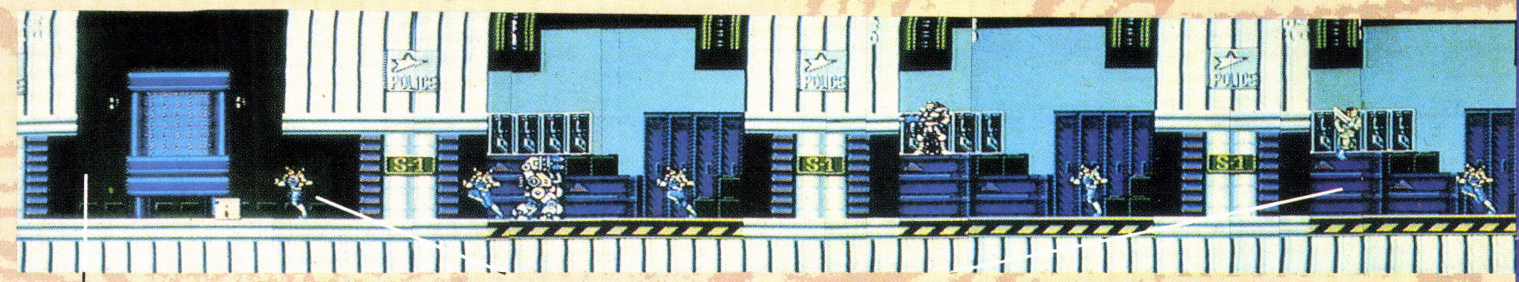


You can defeat this soldier by jumping straight up from the sloping walkway and shooting him from the air.

Defeat these soldiers by jumping up behind them when their backs are turned and quickly shooting them.

This way down to Strip 4.

Strip 6: Kazakh



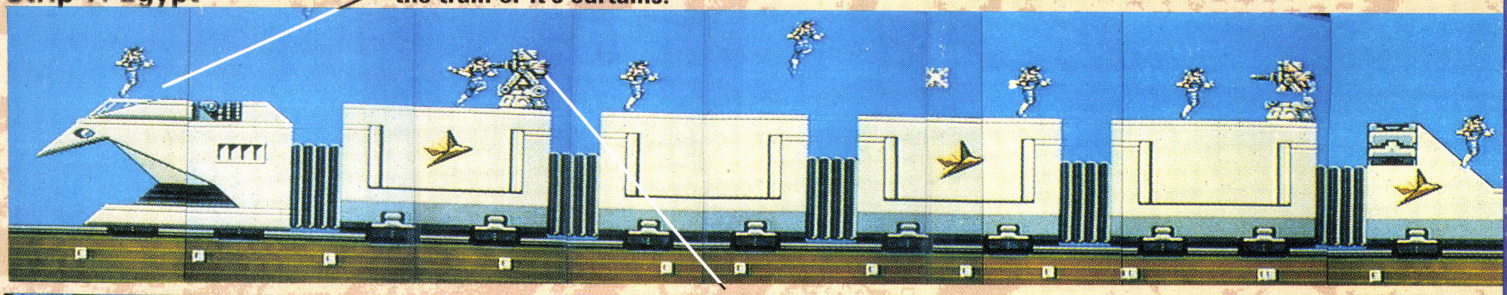
This exit leads to Strip 16. First you'll need the magnetic boots, though.

Here you'll get File 2.

All along this stretch, soldiers will drop from the transporters in squads of five or six. Stand near the base of the transporter and blast them as they fall. Eventually, they'll stop coming.

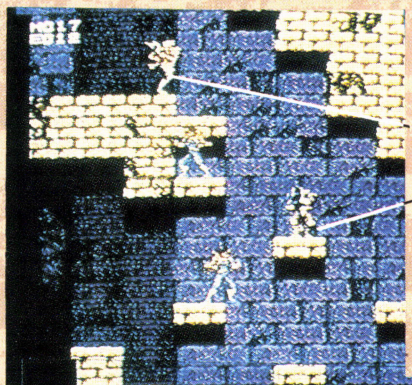
Strip 7: Egypt

Don't fall off the front of the train or it's curtains.



Blast these guns the instant they appear and they'll never even have a chance to fire at you.

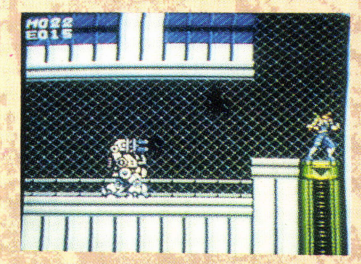
Strip 8: Egypt



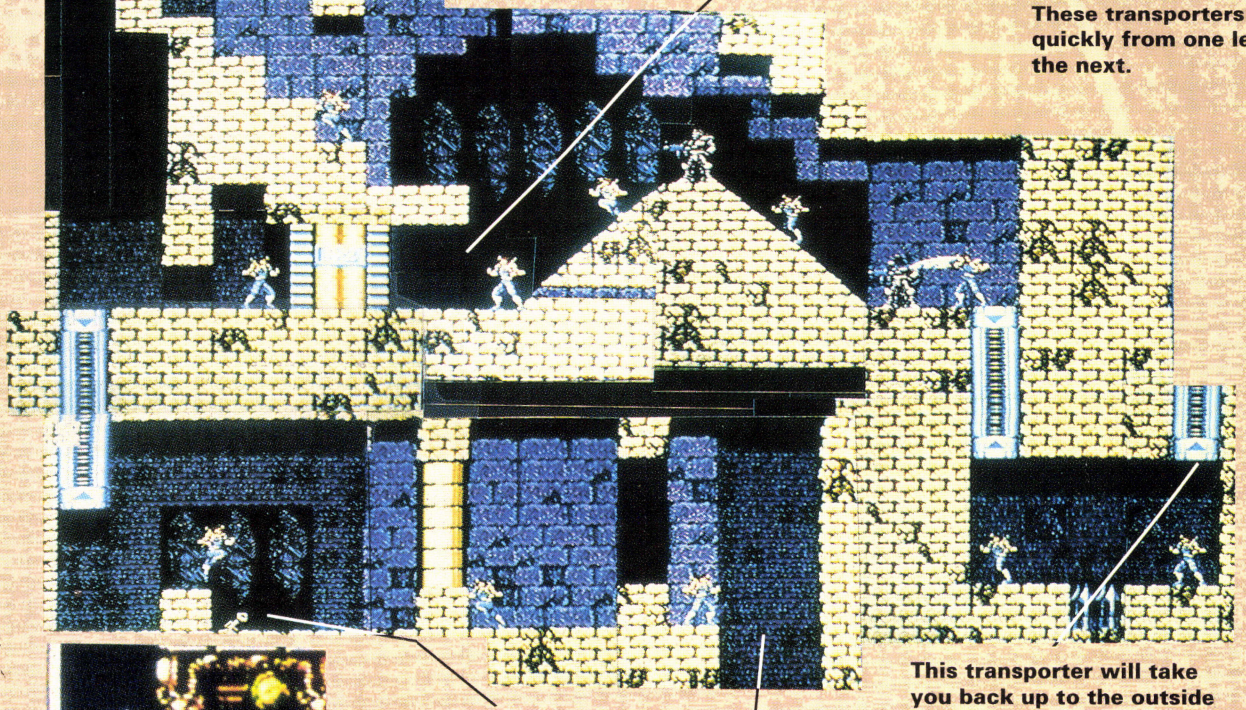
Exit here to Strip 9.

Shoot these guards, and continue on up.

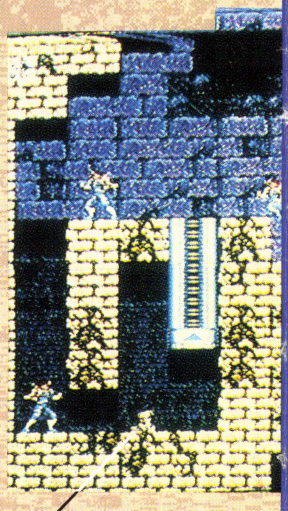
Don't go through the doors here. Instead, jump onto the ledge, and keep working your way upward.

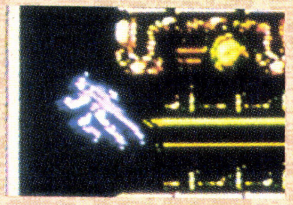


These transporters zap you quickly from one level to the next.



Strip 9: Egypt



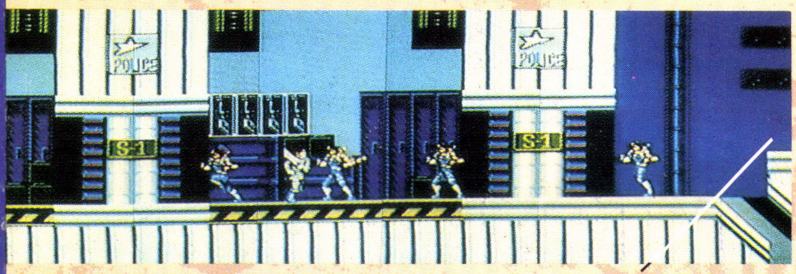


Here you'll find the S-2 key!

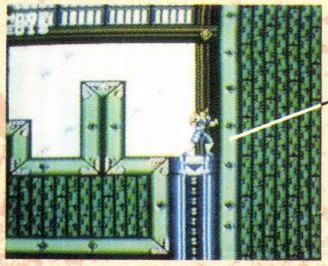
This passage connects to Strip 10.

This transporter will take you back up to the outside of the pyramid.

Here's where you'll find the aqua boots.



Exit here to Strip 5.



This is a good place to use the tricky triangle jump.

This gun will take a few hits before it explodes. Run up close and keep blasting. You'll take a few hits yourself, but not enough to matter. Once you beat this gun, you'll be transported to the pyramid.



These two guys always leave behind health capsules. In fact, you get so many health capsules on the train that you should have full strength when you get to the end.

Keep moving left.

Work your way over these platforms, up and to the left.

Run down this slope in order to get enough speed to jump over the spikes.

Here's where you'll have to perform your first triangle jump. They're tough to do, but keep trying. Eventually, you'll make it up the passage.

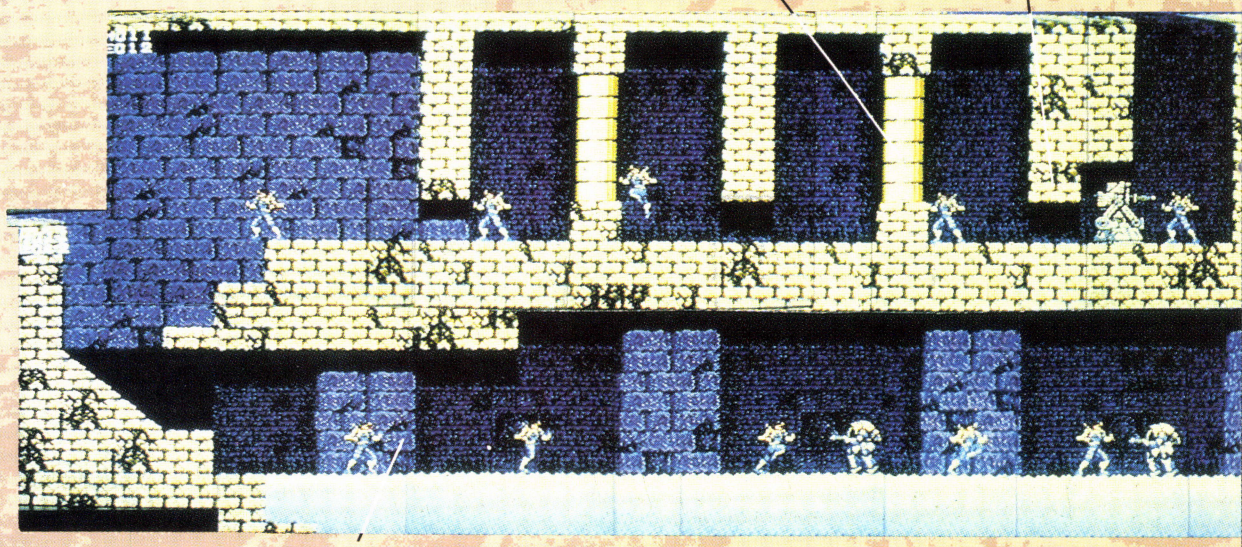
The way down leads back to Strip 8.

Jump down this hole, and you'll get to Strip 10.

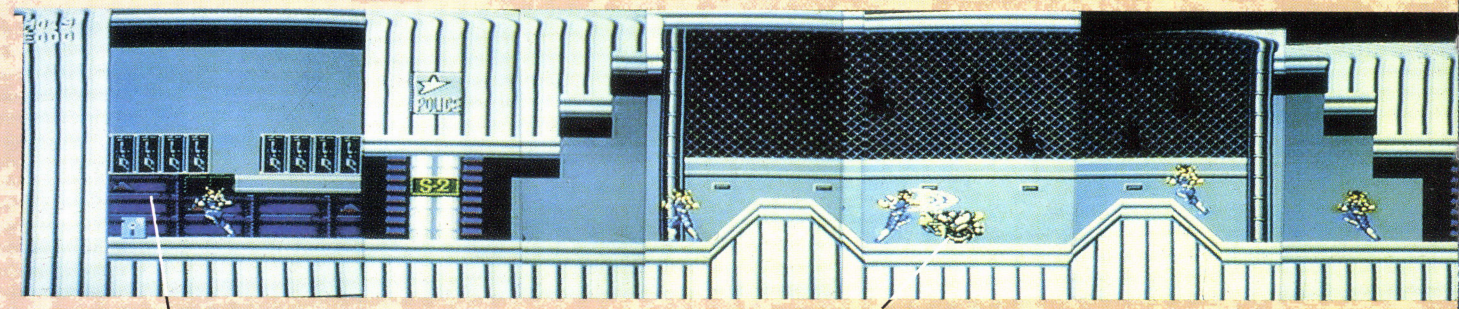
After getting the boots, jump down here and continue to the right.

Work your way up these platforms.

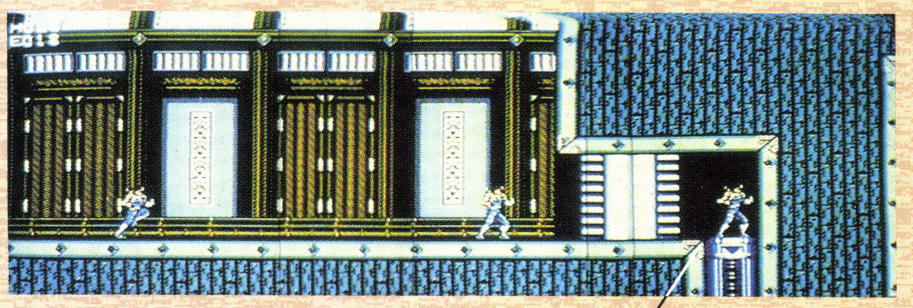
Strip 10: Egypt

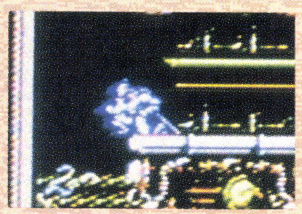


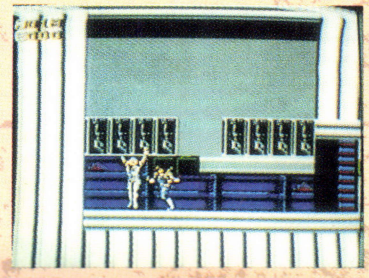
Strip 11: Kazakh



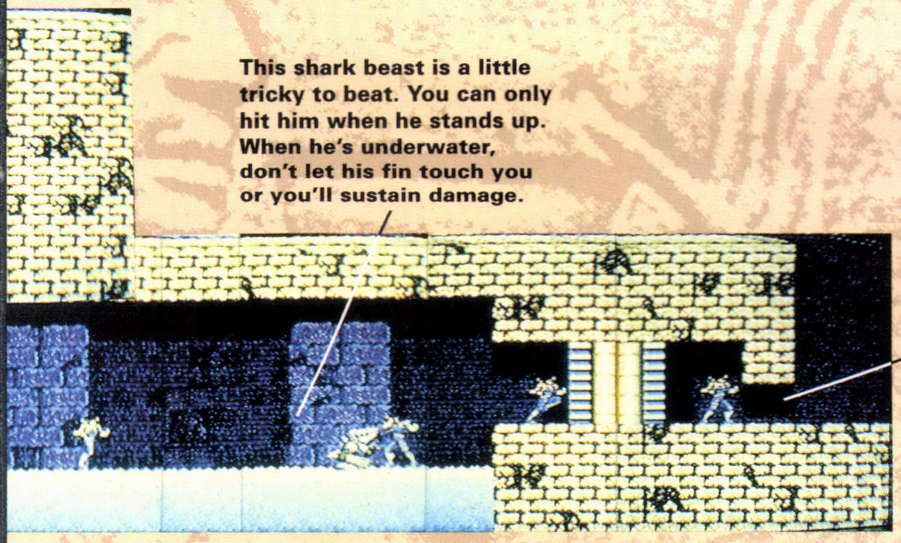
Strip 12: Japan





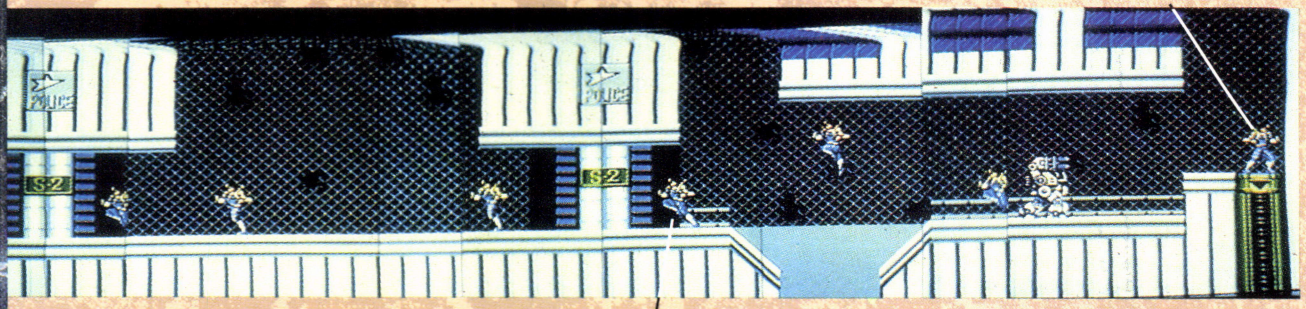


When you rescue prisoners, you'll find a file or a key.



This shark beast is a little tricky to beat. You can only hit him when he stands up. When he's underwater, don't let his fin touch you or you'll sustain damage.

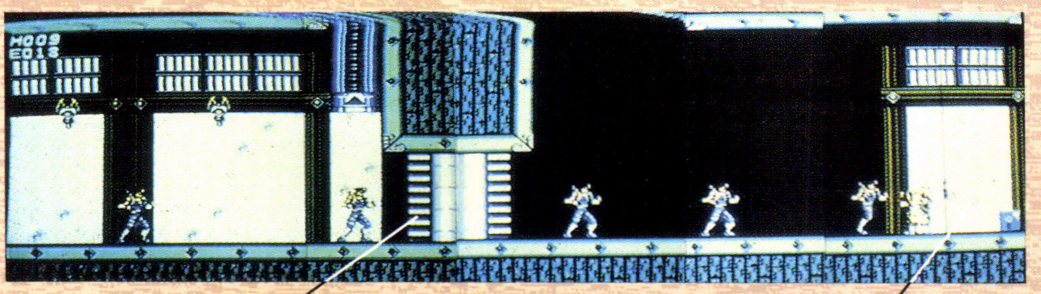
Here's another place where you'll have to use a triangle jump. This is a tough one, so keep trying. You'll make it eventually.



This transporter leads down to Strip 5.

The S-2 key will get you through these doors.

Strip 13: Japan



This transporter leads up to Strip 12.

Here you'll get File 4. To leave Japan, go back the way you came.

What You Need to Do

Throughout the locations are hidden six disks containing information you need in order to advance in the game. Sometimes the disk is given to you without your having to fight a boss enemy. Other times, you must battle for the disk. When you have a new file in your possession, you must return to the Blue Dragon console and have it analyzed. This will tell you where you need to go next.

In addition to the files, there are many keys you need in order to access the numbered doors. These keys are obtained in much the same way as the files. Sometimes they are given freely; other times you must fight for them.

Continued from page 51

mind-control weapon. In the course of your mission, you'll travel to many strange and exotic places, including Egypt, Japan, Africa and China. You'll ride a deadly train and scale the sides of an enemy-infested pyramid. You'll be safe nowhere. But venture forth you must, for the survival of the world rests in your capable hands.

GAMEMANIA®

Playing it for the fun of it!

PRESENTS THE

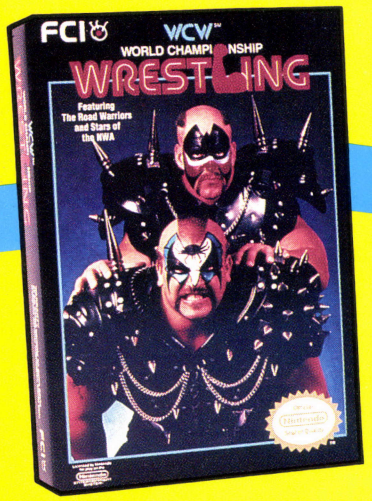
NEWEST NINTENDO GAMES!



Aklaim™

DOUBLE DRAGON II
The adventure continues with 7 action packed stages, simultaneous 2-player action & graphics beyond belief!
NET-DD2 $59.99

FCI

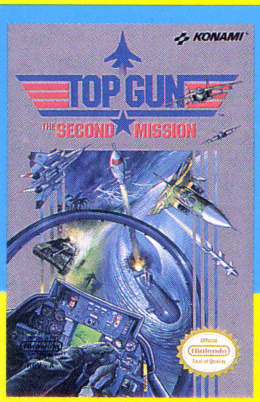


WORLD CHAMPIONSHIP WRESTLING
Head to head NWA grappling action—you can become one of your favorite wrestlers or combine the powers of a tag team! This is bone crushing action with body slams, head locks & more! NET-WCW $49.99

SUNSOFT™



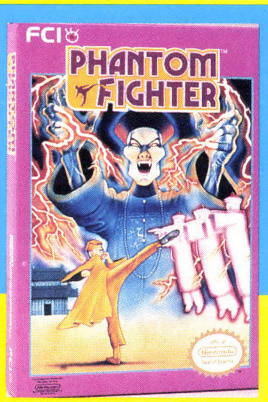
BATMAN
From the dark streets of Gotham City to the deepest corners of the criminal underworld, the Caped Crusader is back! Armed with acrobatic strength he's on a search-and-destroy mission to end the Joker's reign of terror.
NET-BAT $49.99



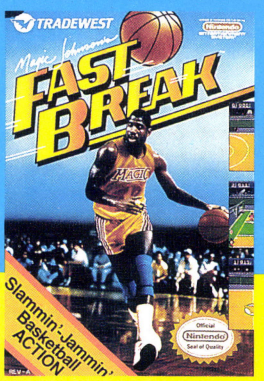
TOP GUN THE SECOND MISSION
NET-TPGN2 $49.99



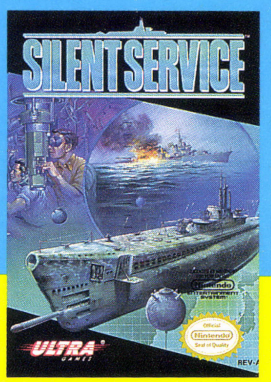
KINGS OF THE BEACH
NET-KGBCH $44.99



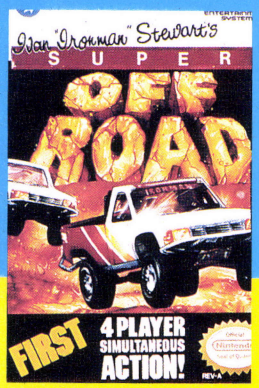
PHANTOM FIGHTER
NET-PHFT $44.99



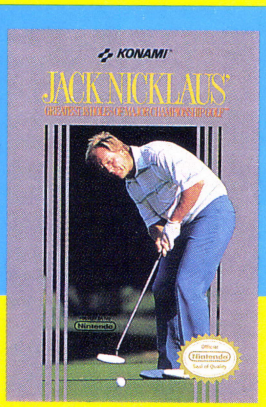
MAGIC JOHNSON'S FAST BREAK
NET-MJFB $44.99



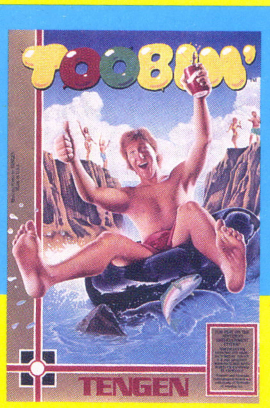
SILENT SERVICE
NET-SLTSR $44.99



SUPER OFF ROAD
NET-OFRD $49.99



JACK NICKLAUS GOLF
NET-JKNGF $44.99



TOOBIN'
NET-TBN $39.99



SHINOBI
NET-SHN $54.99



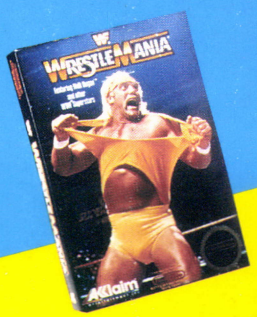
AFTERBURNER
NET-AFB $54.99

If you don't see it—ask for it! *For play on Nintendo Entertainment Systems!*

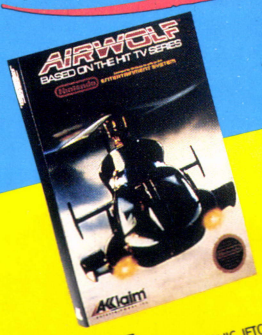
PHONE ORDERS CALL: (301) 484-9654 MasterCard VISA

GAMEMANIA

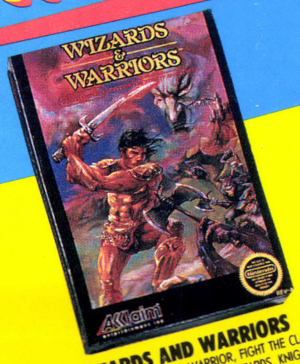
GO'N NINTENDO CRAZY!



WRESTLEMANIA
BE HULK HOGAN, RANDY SAVAGE AND OTHER WWF SUPERSTARS. CHALLENGE YOUR OPPONENT OR THE COMPUTER TO A WRESTLEMANIA TOURNAMENT FEATURING A WHOLE ARSENAL OF BONE CRUNCHING MOVES!
NET-WRE $39.99



AIRWOLF
FLY AIRWOLF, THE SUPERSONIC JETCOPTER EQUIPPED WITH STATE-OF-THE-ART FIRE POWER & TURBOJETS. BATTLE ENEMY FIGHTER JETS IN THIS ACTION PACKED, 20 MISSION ADVENTURE!
NET-AIR $39.99



WIZARDS AND WARRIORS
AS KUROS, THE KNIGHT WARRIOR, FIGHT THE CLASSIC BATTLE OF GOOD VERSUS EVIL. WIZARDS, KNIGHTS & THE QUEST FOR HIDDEN TREASURES GIVE THIS FANTASY/ADVENTURE GAME EXCITEMENT! FAST ACTION PLAY THROUGH DUNGEONS, CASTLES AND MUCH, MUCH MORE!
NET-WIZ $39.99



IRONSWORD
JOIN THE EXCITEMENT IN THIS SEQUEL TO WIZARDS & WARRIORS SEARCH FOR IRONSWORD THROUGH SECRET ROOMS, HIDDEN CAVES & PASSAGES WITH YOUR MAP. WEAPONS & MAGIC!
NET-IRO $44.99

Official Nintendo Seal of Quality

Acclaim entertainment inc



WRESTLEMANIA HAND-HELD GAME
- HULK & ANDRE GO TOE-TO-TOE!
- TAKE 'EM ANYWHERE, ANYTIME!
- WIDE SCREEN ACTION!
- BATTERIES INCLUDED!
- HOURS OF PORTABLE FUN!

HLD-WRE $12.99

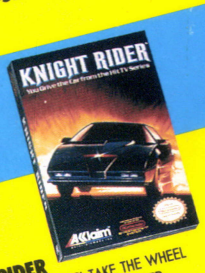


AIRWOLF HAND-HELD GAME
- TWO SKILL LEVELS FOR NON-STOP AIRWOLF ACTION
- FIGHT ENEMY TANKS, CHOPPERS, & FIGHTER JETS!
- BATTERIES INCLUDED!

HLD-AIR $12.99

BODY SLAM SAVINGS
NINTENDO WRESTLEMANIA & HAND-HELD WRESTLEMANIA
BODY-SLAM $49.99

SUPERSONIC SAVINGS
NINTENDO AIRWOLF & HAND-HELD AIRWOLF
SSS-SAV $49.99



KNIGHT RIDER
FASTEN YOUR SEAT BELTS! TAKE THE WHEEL OF KITT, THE MOST INTELLIGENT SUPER SPORTS CAR! YOU'RE ON A 15-CITY MISSION FEATURING NON-STOP DRIVING ACTION, SHOOTING MISSLES, ROCKETS & MORE!
NET-KNT $44.99



WIRELESS REMOTE
- NO MESS WIRES, ROLL & TUMBLE WITH YOUR FAVORITE GAMES!
- RAPID-FIRE MODE FOR LIGHTNING-QUICK FIRE POWER!
- PINPOINT ACCURACY UP TO 30 FEET!

NET-CON-REM $27.99



DOUBLE WIRELESS REMOTE
- 1 TO 2 PLAYERS! HEAD TO HEAD ACTION!
- RAPID FIRE FOR A AND B BUTTONS!
- SLOW MOTION FEATURE FOR GREATER PRECISION & CONTROL!
- ARCADE STYLE JOYSTICK OPTION!
- ACCURATE UP TO 30 FEET AWAY & NO MESSY WIRES!

NET-CON-DPLY $37.99



CYBERNOID
GRAB THE CONTROLS OF CYBERNOID, THE ULTIMATE FIGHTING MACHINE & DESTROY THE SQUADRON OF SPACE PIRATES WHO HAVE RAIDED THE EARTH'S TOP SECRET STORAGE ASTROID! COMBINES SHOOT 'EM UP & MAZEPLAY ACTION! MULTIPLE SKILL LEVELS & SCREENS!
NET-CYBR $44.99

ORDER FORM

Make checks and money orders payable to:
GAMEMANIA
4319 OLD MILFORD MILL ROAD
BALTIMORE, MD 21208

NAME _____ (LAST NAME / FIRST NAME / MI)
ADDRESS _____ APT # _____ (PLEASE USE STREET ADDRESS)
CITY _____ STATE _____
ZIP _____ DAYTIME PHONE ( ) _____ (AREA CODE)

QTY.	ITEM CODE	DESCRIPTION	PRICE EA.	TOTAL

NEW FULL COLOR CATALOG FREE!

SHIPPING/HANDLING, INSURANCE & GUARANTEED DELIVERY CHART

$00.00 Up to $24.00	$2.75
$24.01 Up to $39.99	$3.75
$40.00 Up to $49.99	$4.75
$50.00 Up to $74.99	$5.75
$75.00 or more	$6.75

Outside Continental U.S. include appropriate shipping & handling plus $7.50
Overseas orders include appropriate shipping/handling plus $25.00

SUB TOTAL	
MD RESIDENTS ADD 5% SALES TAX	
SHIPPING/HANDLING (FOR DIRECTIONS SEE CHART AT LEFT)	
TOTAL U.S. Dollars Only (Sorry No C.O.D.'s)	

PLEASE INDICATE METHOD OF PAYMENT

☐ Check ☐ Money Order ☐ MasterCard (16 digits) ☐ VISA (13 or 16 digits)
Expiration Date ____ MO/YR
YOUR CARD NUMBER
(Have you filled out your credit card no. completely?)
SIGNATURE _____

Thank you for ordering from **GAMEMANIA.** Prices are subject to change without notice. Quantities are limited. All merchandise is shipped out of our warehouse within 48 hours. Please allow 2 to 4 weeks for delivery. All merchandise is shipped U.P.S. ground. Next day and second day air delivery are available, please call for air shipping charges.

PHONE ORDERS CALL (301) 484-9654

MasterCard VISA

GAMEMANIA INC. guarantees your purchase. If for any reason you are not completely satisfied, you may return it within 30 days in its original condition for a full credit, exchange or refund. **Satisfaction guaranteed.**

CIRCLE #123 ON READER SERVICE CARD.

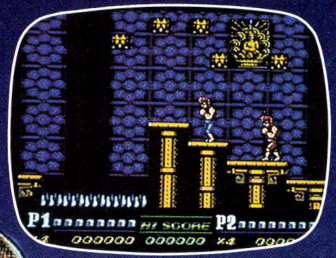
INCREDIBLE
1 AND 2 PLAYER
HEAD-TO-HEAD TEAM ACTION!

Acclaim™

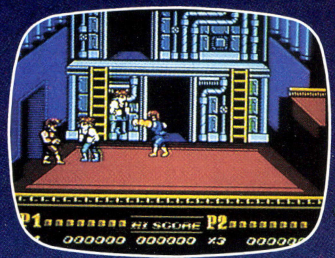
PRESENTS

双截龍 II DOUBLE DRAGON™

The Revenge

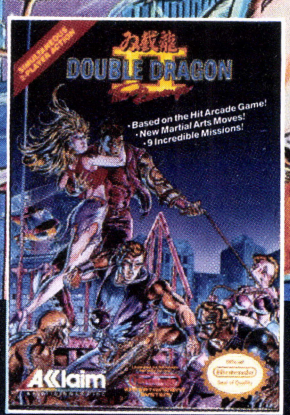


Nine larger than life missions!



Outrageous martial arts moves like the "Cyclone Spin Kick"!

A MARTIAL ARTS EXPLOSION!



THE ARCADE SMASH IS NOW PLAYING ON NES®!

Official Nintendo Seal of Quality™

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

Acclaim™ entertainment, inc.

Masters of the Game™

Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. Double Dragon II: The Revenge™ is a trademark of Technos Japan Corporation licensed exclusively to Acclaim Entertainment, Inc. © 1989 Technos Japan Corp. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

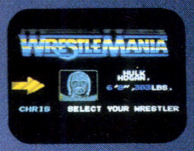
CIRCLE #124 ON READER SERVICE CARD.

"HOW I WRESTLED 'MACHO MAN' AND WON!"

by Chris "the Crusher" Johnson

"I just beat 'Macho Man' Randy Savage™! And I did it on Acclaim's WrestleMania® for Nintendo.® This is one tough video game. It's got incredible wrestling moves, and the best WWF superstars.

"When I wrestled 'Macho Man', I was Hulk Hogan.™ (Nobody beats the Hulk.) I went head-to-head with my friend, Johnny Sterner. He was 'Macho Man.' He came at me with his patented flying elbow smash and a head butt, two of his best moves. But I was the Hulkster,™ down but never out.



"At first I kept my distance, letting my power level build up. I was smart enough not to corner the 'Macho Man', because that's when he turns into a real Savage. Then I came back with a furious attack—an uppercut smash, a head butt and a drop kick, wearing him down and keeping him from grabbing his energizers.

"I finished him off with the ultimate body slam and... I'd tell you more, but if we met—you might beat *me* the same way.





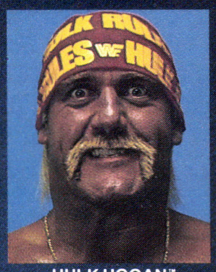
"Wanna try? Go out and get Acclaim's WWF WrestleMania® for your Nintendo.® It's the video game to beat!"



Acclaim™
entertainment, inc.
Masters of the Game™

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

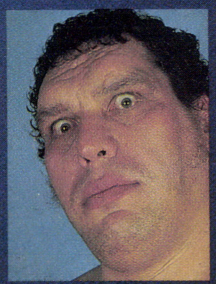
Official Nintendo Seal of Quality


HULK HOGAN™


'MACHO MAN' RANDY SAVAGE™


'MILLION $ MAN' TED DIBIASE™

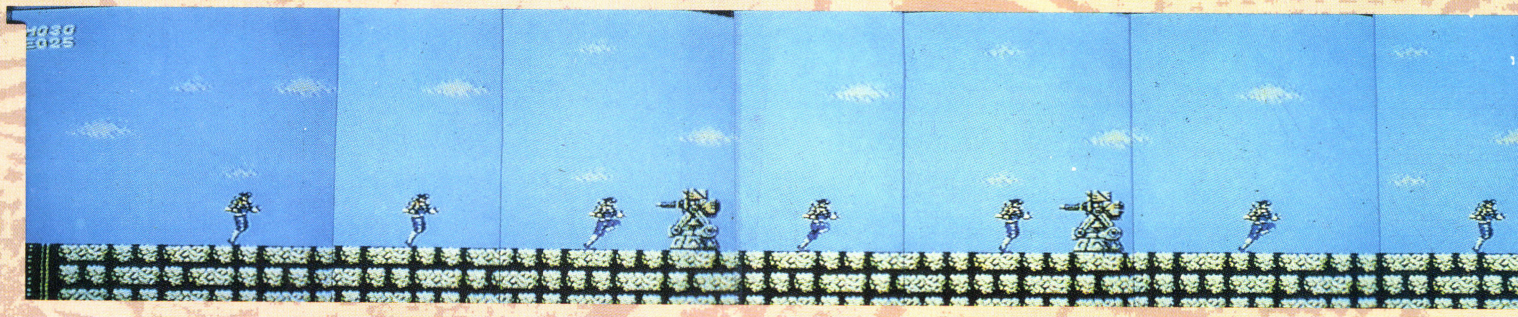

HONKY TONK MAN™


ANDRE THE GIANT™

© 1989 TitanSports, Inc. Wrestlemania,® WWF,® and World Wrestling Federation® are registered trademarks of TitanSports, Inc. Hulk Hogan,™ and Hulkster™ are trademarks of the Marvel Comics Group licensed exclusively to TitanSports, Inc. "Macho Man" Randy Savage,™ "The Million Dollar Man," Ted DiBiase™ and all other character names and likenesses are trademarks of TitanSports, Inc. All rights reserved. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. © 1989 Acclaim Entertainment, Inc.

CIRCLE #124 ON READER SERVICE CARD.

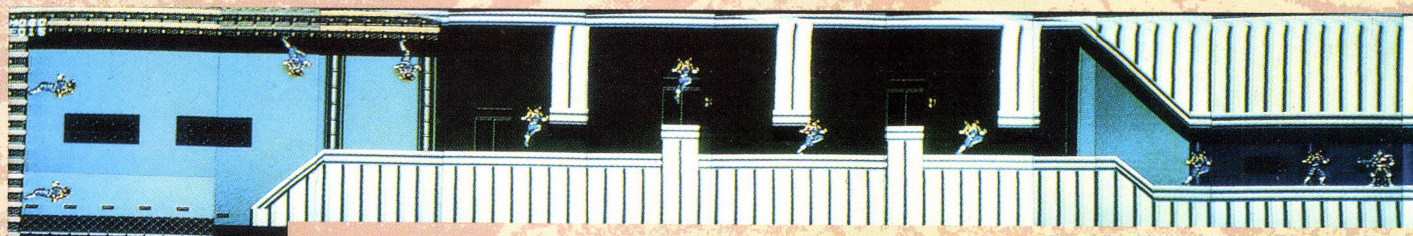
Strip 14: China

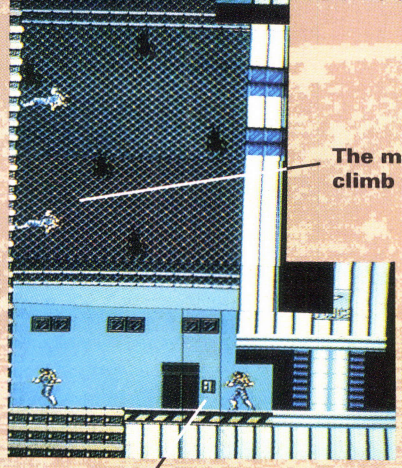


The Maps

Some of the game locations are large and contain many routes. Not every route leads to something important. For that reason, the maps included here show only the path you must travel to obtain all the files and keys. We do suggest, however, that you explore the areas not shown here. After all, you paid good money for your game. You might as well see the whole thing!

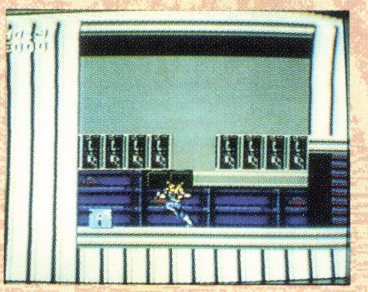
Strip 16: Kazakh



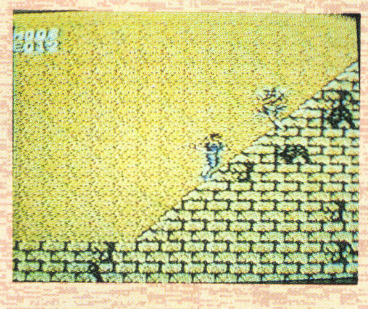


The magnet boots let you climb the glowing walls.

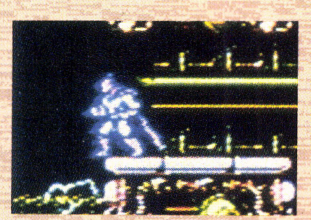
This doorway leads back to Strip 6. After you get the magnet boots, you need to come to this area for another visit.



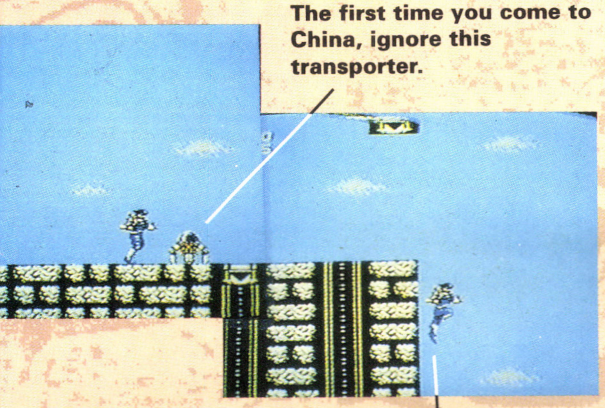
The computer disks you'll find contain files of vital information.



Hiryu is destined to travel to many strange places—even to a pyramid.

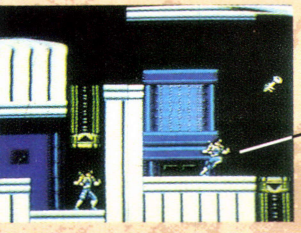


Strip 15: China

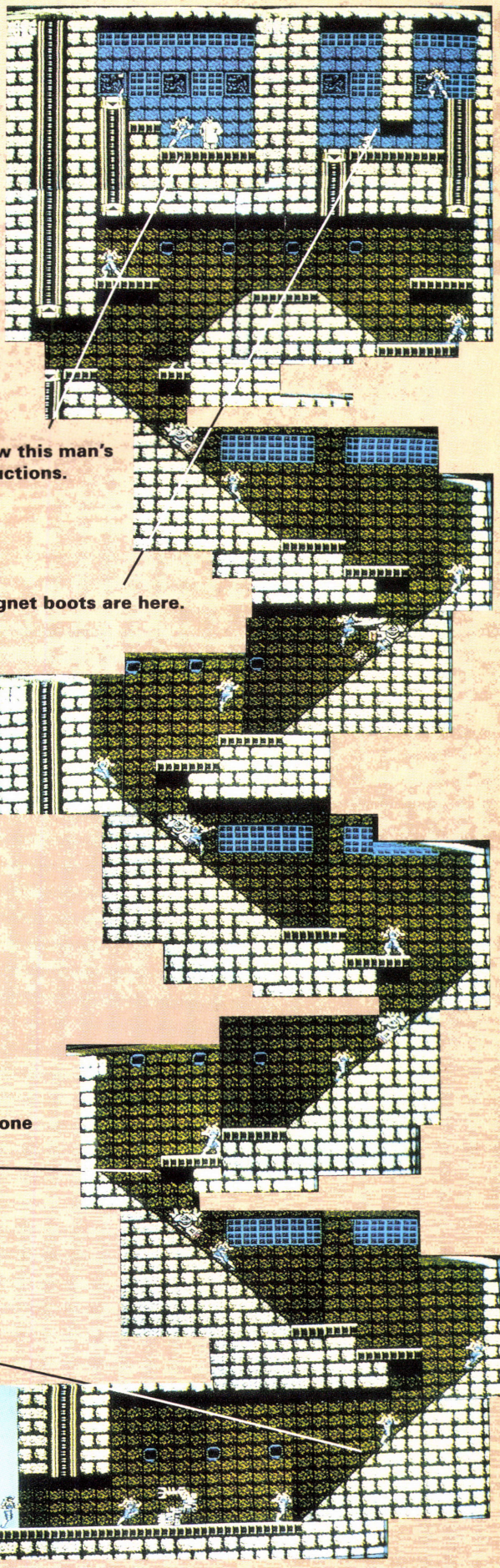


The first time you come to China, ignore this transporter.

Jump off the ledge into a long fall. When you get to the bottom, go right.



Here's the S-4 key.



Follow this man's instructions.

The magnet boots are here.

You'll have to destroy one of these dangerous machines on every walkway.

Follow the sloping pathways all the way up to the top.

Victory!

To complete your quest, you will need to travel through many different lands and defeat an army's worth of enemies. Some of the enemies are easy to beat; others require skill and imagination to overcome. The nearer you get to the end of the game, the tougher the enemies become. When you're on the final leg of your journey, you will need to combat one high-powered enemy after another and will need all the skill you can muster.

But we'll save all that for next month, when we present the last half of the game. For now, see if you can complete all the levels shown in this installment. If you can, you're well on your way to exposing the Zain mind-control conspiracy.

BLAZING LAZERS

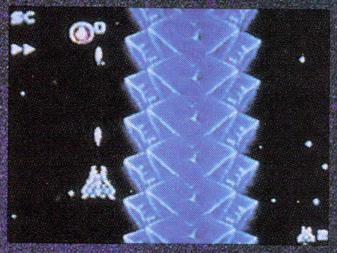
STRATEGY GUIDE PART II

BY LEE H. PAPPAS

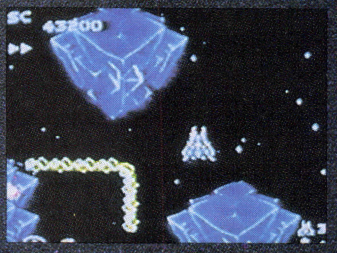
We conclude our coverage of this great game with the last four levels, which are the most difficult. You'll encounter many challenges similar to what you've been through already, but the confrontations are more arduous. More than ever you'll need to increase strength and power levels.



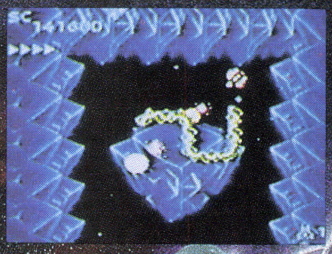
AREA 6
Things move *very* fast here!



Where the red light flashes is where the enemy ships *zip* out from. Keep your distance though. Occasionally the ships zig zag or move radically and will slam into your ship.



One tip here—and it's one that will get you through here every time: full fire. Field thunder and full fire will track and destroy the space icebergs and enemy ships. Try it. It's great.



Bye bye...

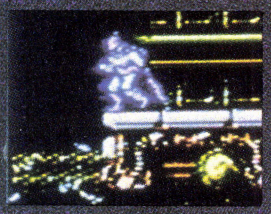
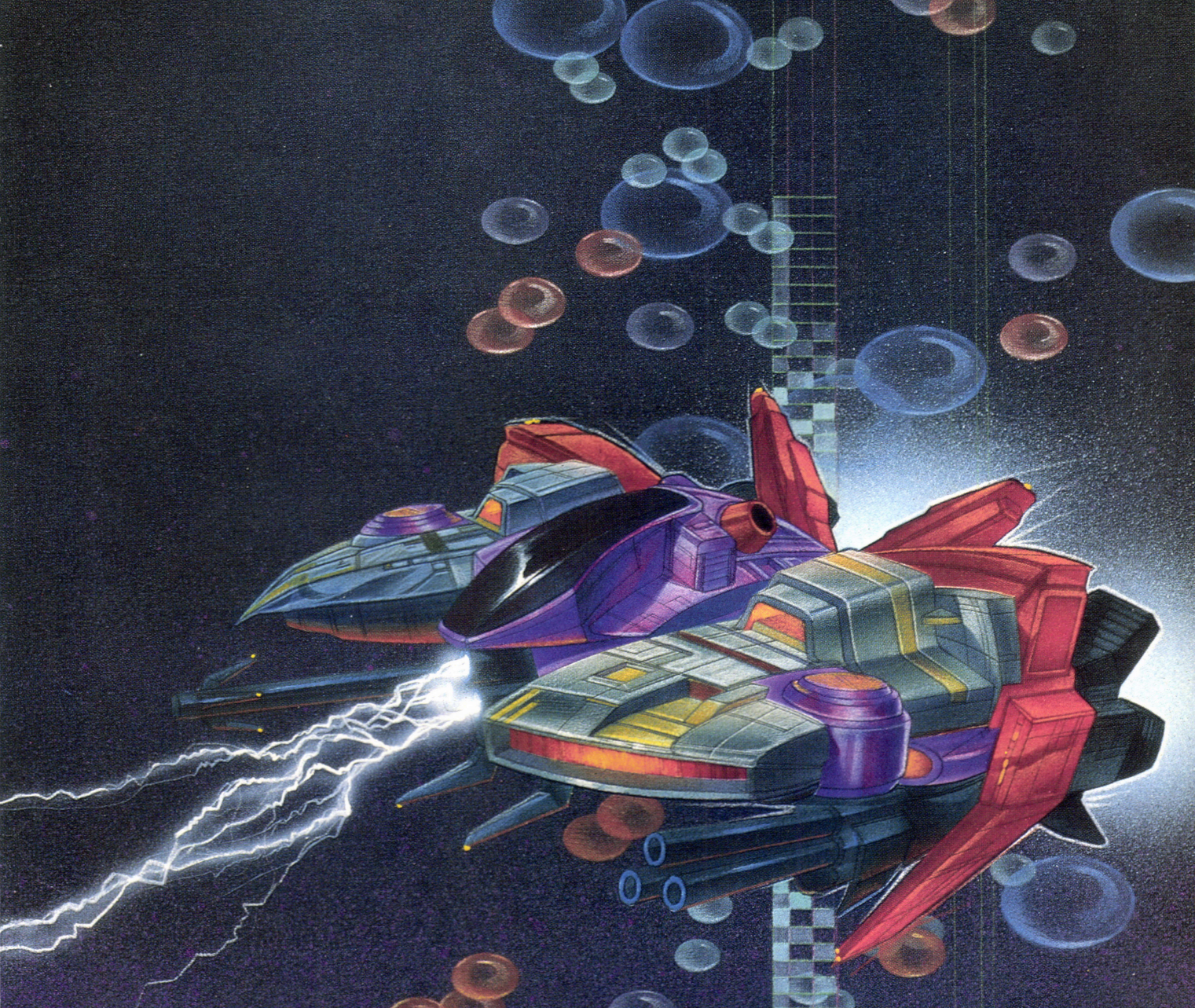
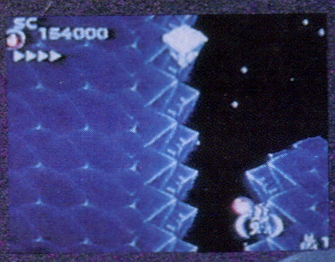


Illustration by Alan Hunter





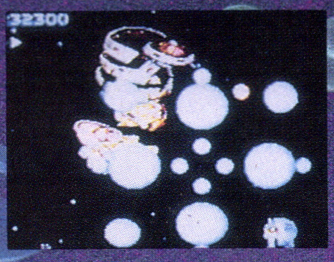
Keep those shields charged.



The Space Parasite.



The field thunder and full fire will trash it in no time. The Parasite splits into three parts. The middle part is usually the last to go.

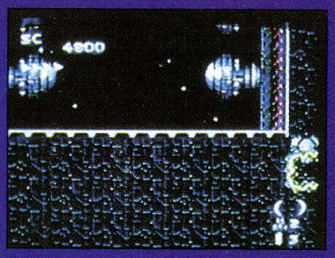


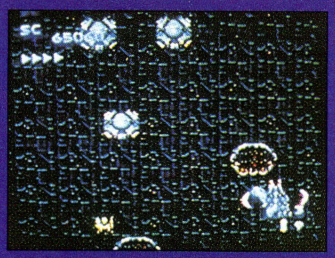
Use bombs if you have any left.

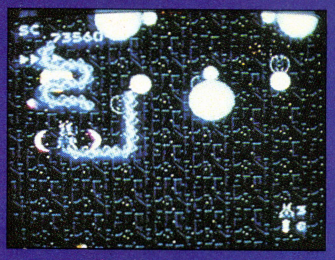


You've got it!









AREA 7

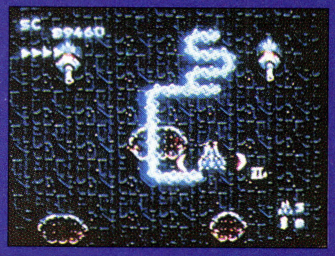
Next to Area 9, this is the most difficult level of the game. It throws at you much of what you found in Area 1, except this time it's much more trying.

At the beginning of the level you may want to go for field thunder and the full-fire capsule. The bungo boxes have shielding and can only be destroyed when the shield doors are open. Full fire will wipe them out without having to get too close. Remember that these things shoot back. There is one on each side, and others come down from the top of the screen.

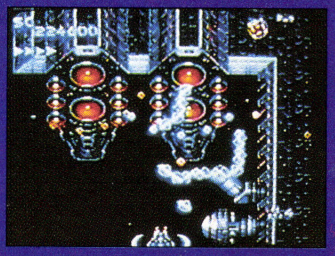
Just like in Area 1, full fire & field thunder (III) work well. A bomb timed right will get most of them too, but it's best to save the bombs for later.

Gun turrets abound in this level...go for them first. Except for the beginning of the level, don't use full fire, but use field thunder or power wave (II). Here's another piece of advice: Don't go for multi-body instead of building up your shields. Shields are all-important here.

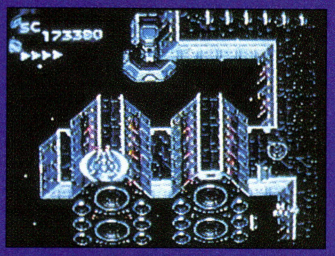
When multiple gun turrets appear, use bombs.



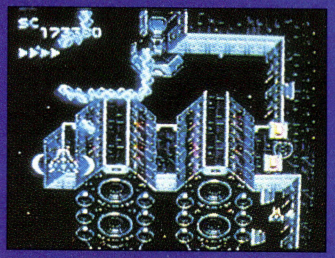
The lazer cannons on the sides are best attacked if you have boosted weapons, such as field thunder that blasts out of the sides of your ship. Otherwise don't waste time on these guns as they cannot hurt your ship unless you are directly under them.



These are tough. First get the gun turret in the upper right-hand corner, then blast the pods.



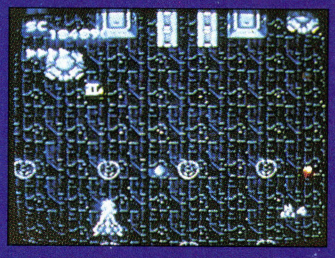
Now you'll encounter the armor shields that fall from the top of the screen.



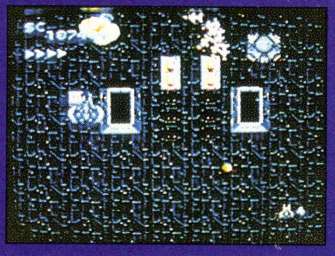
Once you learn their pattern, just move to avoid them—shooting isn't a bad idea either. Make sure your ship speed (with the SELECT button) is at full. Four triangles should appear on your readout, under the score in the upper left corner.



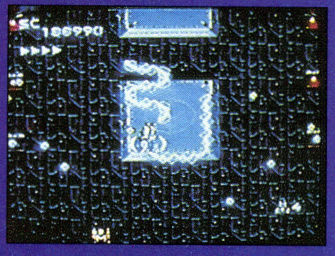
Collect as many gels as possible to increase weapons and shield strength.



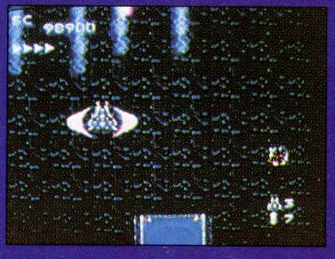
Again, use bombs on the multiple gun turrets.



When the hatches open and launch the cluster missiles, one blast at them before they separate will destroy them all.



Here are more shielded gun turrets on the sides of the screen. Take out one side and just avoid the bullets coming from the other side of the screen.



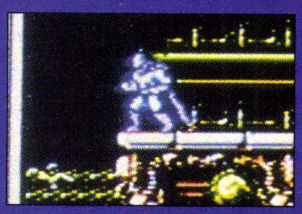
As you near the end of the level, you should have high power.

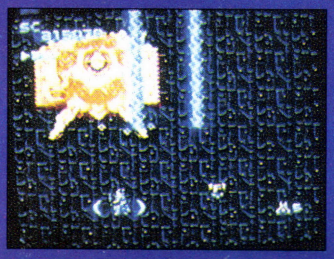


I like to face the level boss (battle tank) with weapons II or III. Either of these shoot at a high angle so that you can stay off to one side while shooting. Battle tank shoots screw lasers at you. To get past him, the laser turrets must be destroyed—and there are two of them.



It also shoots bullets that spread out. Move toward the top of the screen to avoid them, or time your movements to position your ship between them.





After the screw laser turrets are blasted away, battle tank will launch missiles (one or two at a time) at you—avoid or shoot them. Finally, the tank will be highly susceptible to your shots, but at the same time it shoots high quantities of bullets at you.

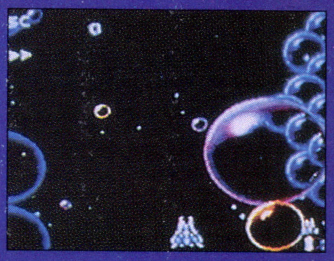


You got him!

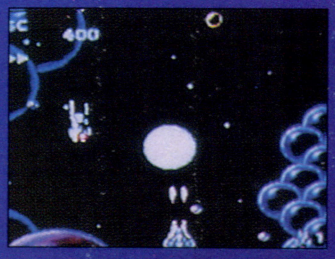


AREA 8

Egad, bubbles!



The yellow bubbles are easy to pop, while the red ones are very difficult until your weapon strength is built up.



Get only certain power gels—stay away from power wave; it is weak against the bubbles.



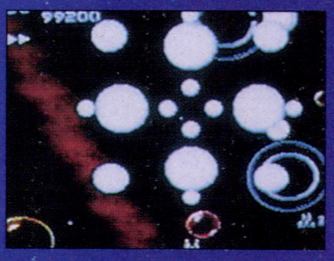
Built up those shields. They'll take a lot of abuse from the bubbles, which don't weaken the shields heavily.



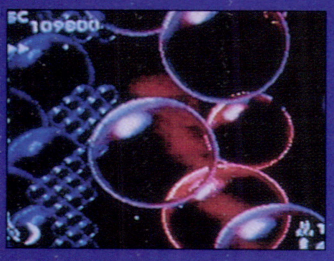
I prefer thunder field (III). It's like popping a balloon with a pin.



If things get really tough...



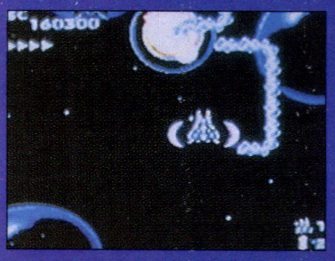
...use your bombs.



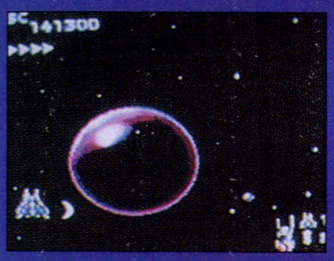
It's best to just avoid these bubbles instead of trying to shoot them; there are so many of them.



Grab the "S" capsules when possible, and don't collect multi-bodies at the expense of your shields.



When thunder field is built up in this level, it presents itself as a formidable weapon.



These can be popped using a powered-up thunder field.



Blast these bubble blowers—power capsules are usually nearby.



Skulldor throws little bubbles at you, which get bigger. Destroy them as soon as possible.



If you have a multi-body, position it under Skulldor.



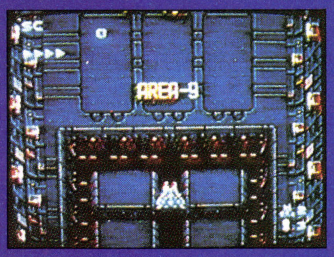
Skulldor finally blows up and presents you with this reward!



It takes a while but keep on shooting, and try to stay under it at all times.

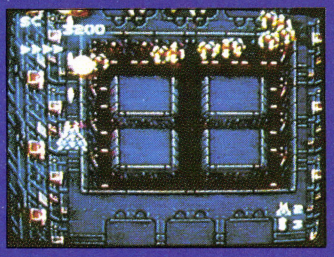


It's off to the final confrontation!

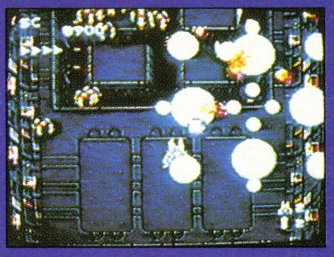


AREA 9

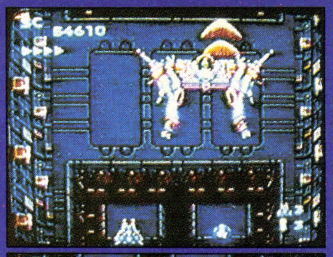
The final level. This one is going to be tough!

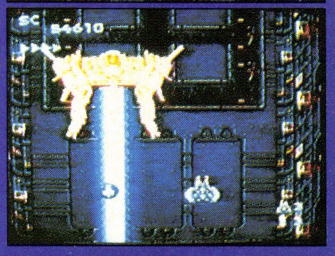


Shoot the ships by staying on one side of the screen.

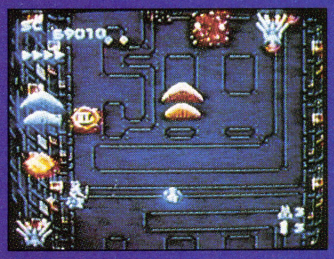


You may need a bomb to get all of them. Shields are critical in this level, but multi-body helps a lot.

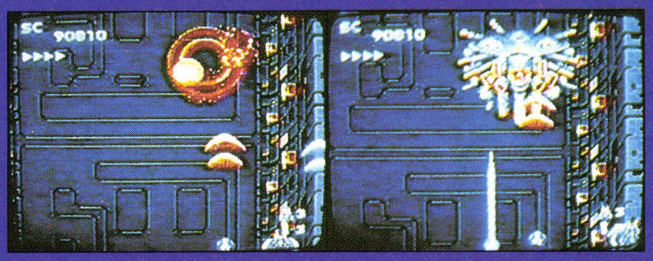




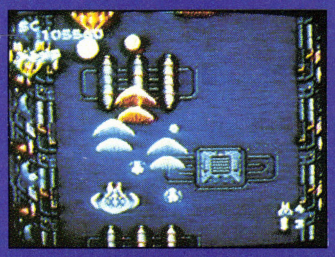
Here is Big Borg again. If you do have a multi-body, it is easier to kill him, but look how low the shields are on power. The multi-body can be positioned under Borg even while it shoots at you.



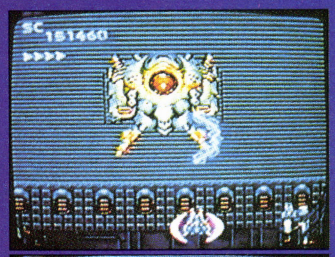
Multi-body is a help here. I like power wave as a weapon. Keep moving from side to side while shooting and get the II capsule if it appears.



Gatling gun is a snap to wipe out.



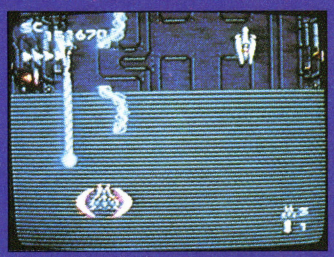
The vipers come in force. Hope you have shields.



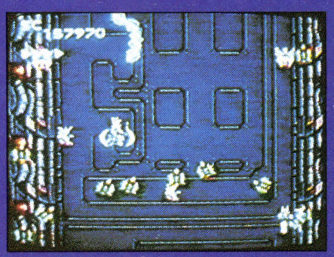




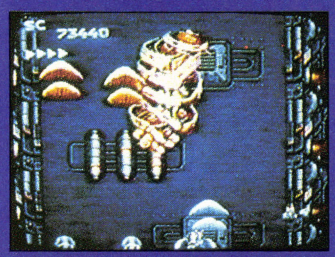
Battle tank again. One trick I found is to try and lead it off the screen. Keep moving right and it will just keep going! Otherwise, use the same techniques from Area 7 to annihilate it.

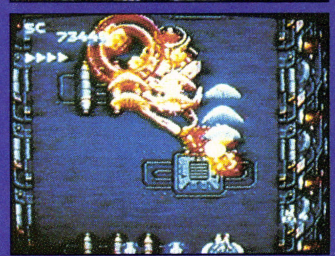


Two mister twisters come at you fast.

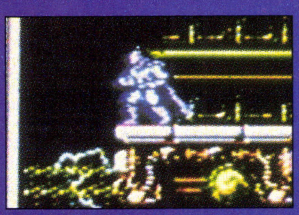


These things are tough. Multi-body helps if you let it trail behind your ship.





Space parasite is just like before. Note that two multi-bodies give you a good edge.







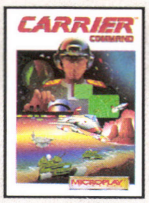
Suddenly... An American Tradition

From now on, every generation will be a MicroPlay generation.

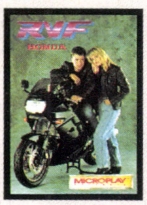
MICROPLAY™
SOFTWARE















See your software retailer or call 301 771-1151 x208, M-F 9am-5pm Eastern Time. MicroPlay Software is marketed by Medalist International, a division of MicroProse Software, Inc. 180 Lakefront Drive, Hunt Valley MD 21030.

CIRCLE #125 ON READER SERVICE CARD.

Return To Konix

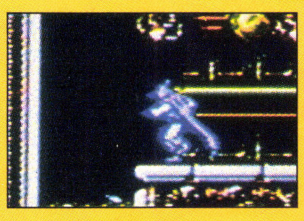
by Marshal M. Rosenthal

PC doesn't mean IBM when you're in England; it stands for the Personal Computer Show—the biggest of the year and the British equivalent of our Consumer Electronics Show. Unlike CES, however, it's only for computers. Also different is that leisure computer products (i.e., games) are considered both important and valuable. This is why the show is open to the general public on the weekend, after three days of more sedate goings-on for the press and industry people. The 1989 show took place September 27 through October 1.

Dozens of booths, large and small, dot the Earl's Court Exhibition Hall, a scant couple of stops from London via the Underground (Britain's subway-transport system). Ignoring the business side, we head off east, toward leisure country. This means passing huge monitors extolling the latest movie-based games, games derived from comics and games based on who-knows-what from companies situated all over Europe.



Llamasoft's Attack of the Mutant Camels



Our objective is in sight: the Konix booth. There it is, an over-1,500-square-foot rectangle, crammed with sample units, display signs and a place of honor for the vaunted Power Chair peripheral. With its open configuration—and a team of young ladies pacing to and fro with press kits—it looks all the more impressive. Now if only just a single Konix Multi-System console could be found somewhere.

What is going on? Michael Baxter, public relations representative, is young enough to have all his hair, but right now he looks ready to tear it out. "The trucks with the consoles were on their way down from Wales and got stuck in a traffic block-up," he says. "They won't make it to the show today." Now, keep in mind that the consoles have yet to be launched, the release date having undergone a number of delays, and the skepticism about his story grows. But since it's only the first day of the show, we smile politely and say we'll return tomorrow.

September 28, 10 a.m. Although the show has just now officially opened, we've been on the go since 8 a.m. (Good thing the press room is civilized enough to have plenty of coffee.) Remembering our promise, we retrace our tracks back to the Konix booth. We count some ten consoles set up throughout the complex, lit up and running. Now to get our hands on one of these babies.

But first, a bit on just why we're so excited. The idea behind Konix is twofold. First, it's a game system—something that can sell well anywhere, since everyone (the British, specifically) likes games. Second, being a disk-driven British product, it doesn't require cartridges that drive up the price or force production out of the country (meaning Japan). Consider the rise of a new group of young players looking for game machines and the fact that the rules prohibiting those under 18 from the arcades is dying. Add to these factors a desire not to go for a computer (keeping in mind the still-tiny Sega and Nintendo base in England)and Konix's sexy look and these abilities could prove an unbeatable combination.

Why get all hot and bothered over another game console anyway? Firstly, it's the shape: not small and compact, the Konix is a large, substantial machine, built

MEDALIST MONITOR Special Edition

VOL. 305 NO. 122 | HUNT VALLEY, MARYLAND | 25 CENTS

"Madness in Murderworld"

PROFESSOR X KIDNAPPED! X-MEN RUSH TO RESCUE!

Famous Mutant Telepath Feared Captured By Arch-Nemesis Magneto and Evil Genius Arcade

NEW YORK, NY (MP) — Professor Charles Xavier, founder of the world-renowned mutant crime-fighting group known as the X-Men, has been kidnapped by his arch-rival Magneto, according to unconfirmed reports. "Professor X," as he is commonly known, is reportedly being held in Murderworld, a lethal amusement park of terror designed by the evil genius Arcade.



Although the X-Men refuse to comment on the rumor, sources close to the group claim that Magneto, the mutant master of magnetism, has abducted Xavier in an attempt to lure the X-Men to Murderworld. A source wishing not to be identified also stated that six of the most powerful X-Men — Cyclops, Storm, Wolverine, Colossus, Nightcrawler and Dazzler — are preparing a rescue effort.

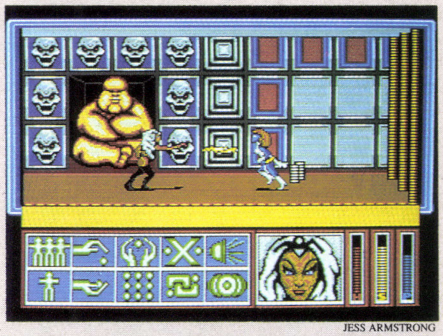
But according to Chief of Police F.J. Seremet, infiltrating Murderworld is no easy task. "Arcade designed Murderworld as an assassination tool, and he's fortified it with more traps and tricks than you can imagine," he said. "But the most dangerous part of Murderworld is the Fun House, and I'd bet my life that's where the Professor is."

Seremet refused to confirm the rumor that Magneto and Arcade have also enlisted the aid of other evil mutants in their attempt to destroy the X-Men. Among the Super Villains said to be involved in the Murderworld plot are Blob, the Silver Samurai, the White Queen, Nimrod and Avalanche. The mutant-hunting Sentinels are also allegedly under Magneto's control.

"If those evil mutants are a part of this, there's going to be madness in Murderworld," Seremet said. "Not only are the X-Men going to have to deal with all of Arcade's dangerous tricks and obstacles, but they're going to be fighting other evil mutants at every turn. The only chance they've got is if the group can make successful use of each member's individual powers. If just one of the X-Men dies, though, it's all over."

Not much is known about Murderworld or its Fun House "attraction." Arcade himself, however, in a rare interview granted recently to *Super Villain Quarterly*, revealed that the Fun House consists of over 25 individual levels and about 500 rooms — most of them packed with surprises for the unwary. Surviving the Fun House, he said, requires extreme resourcefulness, ingenuity, and not a little courage and imagination.

"It's the ultimate challenge," Arcade said in the article. "I dare anyone to conquer it."



JESS ARMSTRONG



Although the X-Men refuse to acknowledge that a rescue attempt is being mounted, the* Medalist Monitor *has obtained these exclusive photographs of several members of the group battling Magneto's allies. It is also believed that Professor X (below left) has communicated telepathically with his team at least once.



Who Are The X-Men?

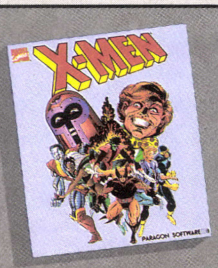
The X-Men are mutants born with strange powers that separate them from "normal" human beings. Their exploits have been chronicled in Marvel Comics since 1963. Here is a list of the six X-Men believed to be undertaking the rescue of Professor Xavier.

Cyclops	The leader of the X-Men. His eyes release concentrated blasts of pure energy.
Storm	Can control the weather itself, from driving rain to searing bolts of lightning.
Wolverine	A mutant fighting machine with adamantium claws that can shred steel.
Colossus	Can turn his skin into organic steel at will.
Nightcrawler	His misshapen body provides uncanny dexterity and climbing abilities. He can also teleport anywhere instantly.
Dazzler	Transforms sonic vibrations into awesome beams of focused light.

NEW FROM MEDALIST INTERNATIONAL

A marketing division of MicroProse Software, Inc.
180 Lakefront Drive • Hunt Valley, MD 21030

CIRCLE #126 ON READER SERVICE CARD.



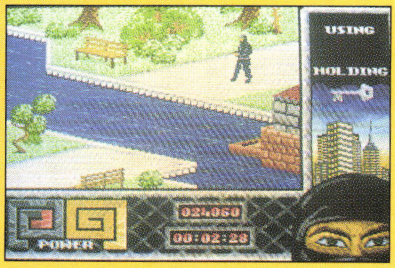
PARAGON SOFTWARE

Can't find *X-Men: Madness in Murderworld*? Call 301-771-1151 ext. 208 weekdays 9 am to 5 pm Eastern Time and order by MC/Visa/AmEx. Or mail check or money order for $39.95 for IBM-PC/Tandy/compatibles version (specify disk size). MD residents add 5% sales tax. Free shipping in US; $5 international. US funds only. The X-Men and other Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. Copyright ©1989 Marvel Entertainment Group, Inc. All Rights Reserved. *X-Men: Madness in Murderworld* is produced under license from the Marvel Entertainment Group, Inc.

in the shape of a "W" control yoke, with a detachable rim that gives a steering-wheel effect. Without this rim, the yoke can be configured to handle-grips for flight simulations and motorbike riding as well. The Konix system contains a number of control devices: a gear lever, multiple firing buttons and an optional set of foot pedals that can be attached. Additionally, a joystick can be plugged in for those games that require it.

All in all, though, it's the interior of the Konix that makes all the difference. We're talking a lot of high-tech here:

•A special blitter chip for moving blocks of images around at high speed.



Attention to Detail's *Last Ninja*



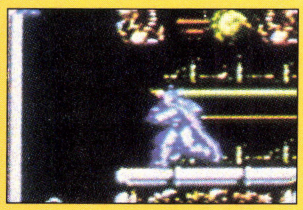
Logotron's *Starray*

•An 8086 chip driving the central processor while co-processors take care of other business.

•The big baby here is a custom ASIC chip running at 12 MHz that enables multiple video-signal display modes: 256 x 200 pixels in 256 colors, 256 x 200 pixels in 16 colors or 512 x 200 in 16 colors (all from a palette of 4,096).

•A digital signal processor (DSP) provides high-speed arithmetic calculations so that fast, sharp vector graphics can become the norm.

•Video and RF outputs (that sense and provide European PAL or U.S. NTSC standard).



•256K of screen/program RAM.

•Sprites coming from software, with four hardware sprite planes to provide a four-layered, three-dimensional effect unaffected by the processing time.

•Two 14-bit digital-to-audio convertors for stereo sound with compact-disc quality.

•Two ports that accept digital joysticks and other gaming peripherals (a recoil-effect light gun is planned for the future).

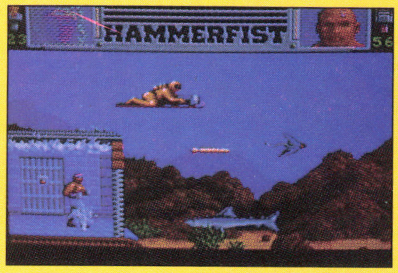
All of this is packed in a unit just slightly bigger than a shoebox standing on end—a unit that can slave another of its kind for multiple viewing of the same game with different perspectives for each player.

But it's the *games* that interest us. While we've been ogling the hardware, software designers have been flitting to and fro, showing off their games. One of them, Martin Green of Attention to Detail Software seems to have shaken off the crowd surrounding him. We approach and form a "pushy"American roadblock (meaning we get in real close and don't let anybody else get near).

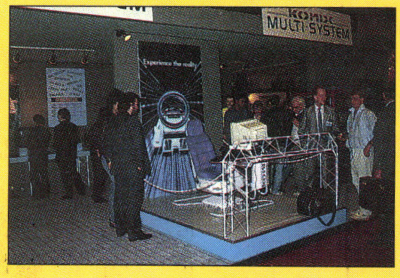
"This is good hardware," Green says. "The system has more 'guts' and a stronger sampling rate for digital sound. The processor is able to do vector graphics quicker and better than other systems—keep in mind that vector graphics are where you start getting high quality, doing sprites is not a big deal." As an example of this, Green shows us his partially completed *Last Ninja* game. Oops—the display console seems to have up and died. "No problem," he says. It takes a few minutes, but he grabs his developer's unit from behind a pile of upturned boxes and plugs in the connections (the unit looks like a large PC shell). "The game isn't finished yet," he admits, "but watch how the characters move." We see his point: There's a smoother "feel" to the game, as our ninja bashes in the heads of a few random foes.

Unfortunately, there's no sound. In fact, all the programs being run are silent, sound apparently being the last item on everybody's agenda. But we like what we see: The graphics look crisp and detailed, the movements realistic and rapid. Green smiles, disconnects his machine and heads off for another appointment.

His departure lets us turn our attention to the Power Chair. This peripheral has managed to keep the interest in Konix alive almost single-handedly, as it rests in a place of honor to the side of the booth. The Konix and monitor fit on the Chair, which is then straddled. Racing games and such, which *move* the player, are translated by the Konix and passed on to the Chair,



Vivid Image's *HammerFist*



The Konix booth at the PC Show

which then rotates through all three axes. It feels really neat, even though movements are confined to about 4 inches in any direction. Besides, the Chair makes a more than satisfactory *HUROOM* sound as it goes through its paces. Llamasoft's *Attack of the Mutant Camels* is being run on the monitor and is bright and colorful (though still without sound). The game is like *Defender* with strange aspects. (We mentioned Jeff Minter and his unique approach to software in our first look at the Konix in the November 1989 issue of VG&CE.) But the bidirectional background scrolling looks super, and sound will no doubt be grand as well. Minter is one of the few who can make the Atari ST sound chip sit up and bark on command.

Wyn Holloway, director and head cheese, is just getting out of the Chair, having demonstrated it for a growing crowd of onlookers. "All of the games are being developed by independent software houses with our help and encouragement," he begins. "*Bikers* is included free with every Konix Multi-System and is a fast, arcade motorbike-racing game written expressly for the console. One or two players can do stunts (like leaping over buses) and practice high-speed turns and



Bikers comes with the Konix Multi-System

other options. There's plenty of sound effects and CD-quality sound, with 256 colors on screen. *Konix Chess* is based on the 1988 World Amateur Computer Chess Champion software, *Pandix*, and has both 2-D and 3-D play options. Special options enable two players to hook up their consoles in tandem for unique game play.

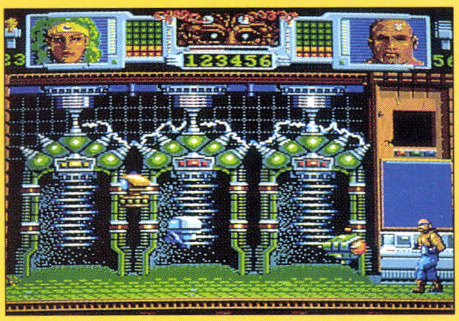
"*Rotox* is still in development and is an original 3-D space game based upon floating agricultural platforms in space that have been overrun by aliens. A fast shoot-'em-up featuring high-speed rotating graphics.

"Also in development is *Tunnel of Doom*, by our friends Attention to Detail. This consists of a futuristic race game that will drive the system to the max!"

Holloway notes that they've opened a new division, Creative Design Software, that will publish titles under the Konix Software label using both in-house and independent designers. The products will be designed to fill in the gaps left by other game-making companies and will include updated versions of old favorites as well as creative products experimenting in art and music. Most of the products will be compatible with the Power Chair as well. We'd ask more, but the crowd swells around us and Holloway disappears like a ghost in its midst.

Our nerves a bit shattered, we leave the show to return to the press room. Passing by the U.S. Gold suite, we run into Argonaut Software's, Jez San, creator of *Starglider*. "We're working on a combination flight simulator and arcade game for the Konix," he says, "tentative title to be *Revenge of Starglider*." We try to draw him out a bit more, but one of his fellows grabs him and shoos us away. It appears that our now-poor reputation is preceding us.

Having completed our needs—primarily getting more coffee and throwing away unwanted press releases—we return to the show and Konix. John Twiddy of Vivid Image is running *HammerFist* on one of the display machines. "The game takes place underwater, with you tackling a vast array of assorted foes and obstacles," says Twiddy. The on-screen action looks good (again, it's shown *sans* sound), with the figures moving around convincingly, despite their large size and the other objects also on-screen. "The biggest advantage to working with this system is speed," Twiddy remarks. "It's also an easy



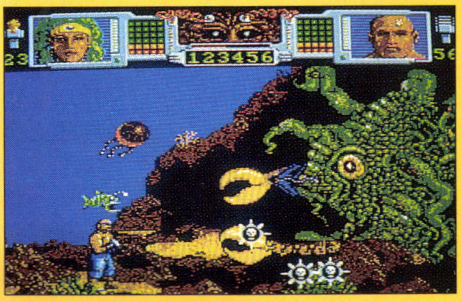
Vivid Image's *HammerFist*

system to create for. Of course, we're all excited about 'hooking' into the Chair."

We note that Baxter looks a lot more relaxed now—a good time to ask him about other companies committed to producing games. "There are so many," moans the public relations man unconvincingly. "Many of these are existing titles, although some might not be known to overseas users. There's *Crazy Cars 2* from Titus, *Run of the Gauntlet* from Ocean and a sailing simulator from Empire. There's also *Mr. Do's Wild Ride* from Electrocoin and System 3's *Vendetta*."

Baxter points out that even though the above represent conversions from other computer systems, they will possess the differences that take full advantage of the console. He gives an example: "The very popular *Starray* (Logotron) will use all 256 colors and feature super-smooth parallax scrolling, high-resolution graphics and CD-quality sound. We're looking at a total of 24 games, minimum, by the middle of 1990, and most of these should be on the stands before or by the time your article comes out."

Vivid Image's *HammerFist*



Walking back toward the press room, we ponder the important question: When will the Konix Multi-System appear in America? The talk is that no U.S. distributor has signed up as of yet, although interest in the U.S. development community is definitely being courted. The talk behind closed doors still recommends a price of $300 or less, so as to appeal to the potential buyer who's a bit more literate in computer systems and not totally devoted to Nintendo. "When" is still the unknown. Even in the amazing world of silicon chips, some things remain unanswerable—but only for the time being.

SUPREMACY
★★★★★
Crisis in the Far East
In the dimly lit Situation Room, Charles stands alone. Intelligence reports confirm the worst. The Chinese army has captured the Soviet port of Vladivostok. Moscow wants help now!
Charles glances at the map, his heart pounding. If he sends troops, will the Chinese pull back... or escalate to a nuclear strike?
Live on the edge like Charles. Play Supremacy® – the world conquest board game fought in the nuclear age.
FREE COLOR CATALOG OF GAMES
Call Toll Free 1-800-333-0589
24 hours / 7 days
At better game stores worldwide.
SUPREMACY
★★★★★
CIRCLE #120 ON READER SERVICE CARD.

S.T.U.N. RUNNER

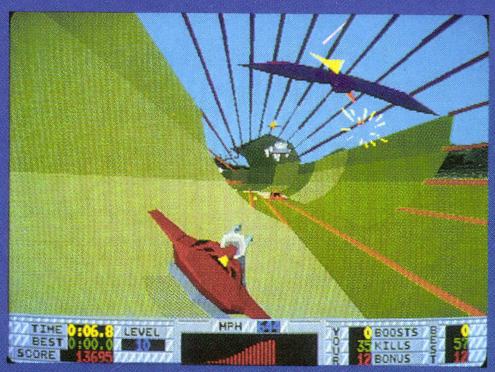
by Andy Eddy



WHEN ATARI FIRST RELEASED *POLE POSITION* INTO THE ARCADES, IT CHANGED THE LOOK OF ELECTRONIC DRIVING GAMES. IN 1989, ATARI AGAIN BROUGHT THE GENRE UP-TO-DATE WITH THEIR *HARD DRIVIN'* COIN-OP, FEATURING REALISTIC FEEDBACK IN THE STEERING WHEEL AND FAST POINT-OF-VIEW GRAPHICS.

BETTER SAVE UP THOSE QUARTERS, BECAUSE ATARI HAS DONE IT AGAIN FOR 1990. WELCOME TO DRIVING IN THE FUTURE—WELCOME TO THE WORLD OF *S.T.U.N. RUNNER*.

This radical arcade machine places you behind the wheel of a *fast* 21st century, Jet Ski-like vehicle that skims over the surface of the road. The 23-level racetrack takes you over flats and through tunnels—the former are sprinkled with ramps for jumping and the latter can be fully looped around. These evasive maneuvers are necessary when you're piloting a delicate billion-dollar vehicle, because this beat-the-clock, run-for-the-finish-line is chock-full of obstacles.



Just Say "GO!"

Some encumbrances, like mag cycles and trains, clog up the roadway, though a laser blast will *remove* them from your path (with the exception of the annoying, indestructible attack drones). The purple lorries not only litter the track, but also home in on you for kamikaze, demolition-derbylike attacks. And the airborne targets, like the radarbots, protonbots and chopperbots, cruise the skies—in fact, the birdlike ornobots drop—well, let's say they drop *something* like an oil slick, which causes your vehicle to temporarily lose control.



Your ship is also equipped with shields that protect you, to an extent, from the adversaries and their missiles. However, if you aren't careful, you'll find them knocked off one by one.



Photography by Tom Holley

Computer graphics by Maxine Naylor

Turn your old Cartridges into CASH!
Your Cartridges are worth more with us!

Wanted
Nintendo Cartridges

Send your used cartridges and receive
up to $25.00 per Game

We will pay more for your Nintendo Cartridges than any other firm. Call for a price quote or send your cartridges with or without boxes/instructions, enclose a copy of any catalog or ad if you can find any better prices. You will also receive 10% more for your cartridges towards any purchase. We will subtract $2.00 for each missing box, $1.00 for missing instructions, $.50 for missing slipcase. We reserve the right to refuse any order or purchase.

Nintendo is a registered trademark of Nintendo of America, Inc. Sega is a registered trademark of Sega Enterprises, Inc. Prices are subject to change without notice.

Call or Write for our FREE Catalog

Sega Genesis / Nintendo Game Boy

We also Buy and Sell New and Used Cartridges for the Sega Genesis and Nintendo Game Boy. We buy Genesis Cartridges for $25.00 and Game Boy Cartridges for $10.00.

Sega Genesis w/Altered Beast **$179.95**

Alex Kid	$49.95	Phantasy Star III	$49.95	Thunder Force II	$49.95
Basketball	$44.95	Rambo III	$49.95	Tommy Lasorda	
Forgotten World	$49.95	Soccer	$39.95	Baseball	$54.95
Ghouls 'N Ghosts	$49.95	Space Harrier II	$49.95	*Accessories*	
Golf	$49.95	Super Hang On	$49.95	Control Pad	$19.95
Hydlide Special	$49.95	Super		Power Base	
Last Battle	$49.95	Thunderblade	$49.95	Converter	$39.95

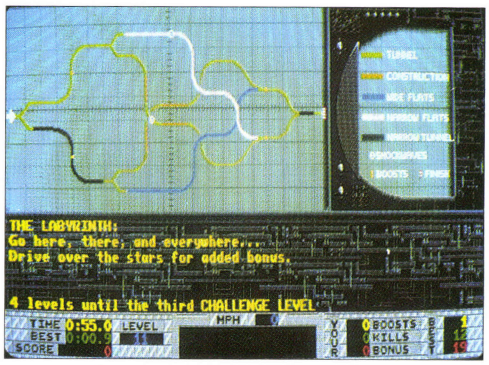
BRE Software Dept. VG
352 W. Bedford Ave, Suite 104
Fresno, CA 93711
Software add $3 S/H, Hardware add $5 S/H. Calif Res add 6.5% tax.

VISA
MasterCard

Used Cartridge Hotline
(209) GET-GAME
Information Line
(209) 432-3072
FAX (209) 432-2599

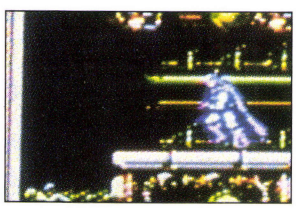
CIRCLE #128 ON READER SERVICE CARD.

Sure, the ride is rough, but you've got your lasers on your side, as well as a destructive weapon called a "shockwave." A shockwave is acquired either by picking one up or by running over a specific numbers of stars—which line the course and generally show the best path to take—and finishing that particular level. Hitting the shockwave button during a run sends a powerful force field ahead of your vehicle that destroys everything it hits, which is good for those tight jams.



A final aid and by far the most exciting are the boost pads that can be found in most levels. When you contact with one of these orange rectangles, your speed is boosted to over 900 m.p.h. and you become temporarily invulnerable.

The most impressive part of *S.T.U.N. Runner* is how your hovercraft behaves during its travels—thanks, of course, to the diligence of its programmers. For instance, if you don't do a good job steering the contour of the track, your speed will drop. Similarly, driving erratically on the open flats will send you into the guard walls, thus slowing your progress.



If you reach the 23rd level, billed as the "Ultimate Challenge," you have an opportunity to go as far as you can and beat some of the best drivers before you. The program designers have included a fancy 3-D effect where if you surpass a high score, you pass that player's name, which is hovering in block letters above the track. This innovative concept brings to mind the high scorer's initials being used as the first playfield in Atari's classic *Crystal Castles*.

(Atari also offers a free T-shirt to players who pass the designated marker in the Ultimate Challenge, though this contest is good only until April 1, 1990. See your local arcade for details.)

Putting All Their Chips on the Table

To understand the design concept behind the game, we spoke with Andrew Burgess, one of the primary programmers of *S.T.U.N. Runner*. "We decided to go with a futuristic world where traffic was so bad, you had to travel underground and cities were connected by tubes." This tube network brought about international races, pitting highly qualified speed drivers against each other.

The 15 months it took to compete the game—which Burgess noted was "fast" compared to most coin-op development—brought together a core team of eight members: four main programmers, three hardware people and one additional game designer, though the credits list far more contributors than that.

The game employs three processors to handle the high-speed polygon-fill graphics that give *S.T.U.N. Runner* its clean appearance: there's a 68000 as a main processor, as well as dedicated math and graphics processors. Try doing that on your IBM PC.

From the look of the *S.T.U.N. Runner* machine, which actually makes you feel like you're sitting on a jet sled, to the highly realistic sound and polygon-fill graphics, you'll get a vision of the future from Atari's perspective. And where do they go from here? Burgess says mum's the word, but keep your eyes peeled at an arcade near you—I'm sure Atari will have another taste for us soon.

Strategy that Hurts.



A chess board lined with trolls, wizards, knights, and other magical beings. Just another strategy game? Don't count on it. When you challenge a square held by the enemy, the board explodes into a battle-field. Your strategic skills on the game board will determine your fate in a heart-pounding duel to the death.

- **Explosive Battles.** Fire an arrow, cast a lightning bolt, or scorch your opponent with a massive fire ball.
- **Seven Magic Spells.** Imprison the enemy, heal your creature's wounds, reverse the flow of time and more.
- **Summon the Elements.** Air, Water, Fire, and Earth are all at your command.
- **One or Two-Player Action.** Challenge the computer or test your skills against a friend.



If the Goblin catches air with his club, the swift sword of the Knight may steal a leg or two.



The Sorceress has no fear of the massive, boulder-heaving Golem. One of her powerful spells could quickly send him into the next time zone.

Licensed by Nintendo for play on the Nintendo Entertainment System®

Official Nintendo Seal of Quality™



With 16 different characters and an ever-changing board, you'll never play the same game twice.

ACTIVISION

TM and © 1983 and 1984 Free Fall Associates and Electronic Arts. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

See your local retailer or call 1-800-227-6900 to order.

CIRCLE #146 ON READER SERVICE CARD.



BOOT CAMP FOR

BRIGADIERS

VG&CE'S MANUAL OF COMPUTER COMBAT TRAINING GAMES

BY ARNIE KATZ

Athletes need an exhibition season to get ready for the games that count in the standings. Actors spend weeks in rehearsals before facing the first-night critics. And soldiers require intense basic training, often followed by specialized instruction, before they are fit for battle.

Until the last couple of years, electronic combat simulations assumed that the player had already survived boot camp. They simply threw the gamer into the fire. Learning to play meant a series of quick deaths in unsuccessful campaigns.

Armchair soldiers swallow this, since the reset key negates any fatalities. Besides, these are games and simplifications are often required when transferring the real world to the computer. On the other hand, such "sink or swim" situations erode realism, which many gamers especially enjoy.

The gap between what the rules say the hero can do and what an inexperienced player is capable of making the hero do is a chasm of frustration. Watching the on-screen soldier fight ineptly dispels the sense that the game reflects at least an aspect of reality. Without suspension of disbelief, the illusion of danger evaporates and all that blazing combat becomes a cold abstraction.

The best way to lower the barrier between the player and the game, some designers believe, is to make the gamer's actions parallel the action on the screen. Examples of this are the Nintendo Power Pad and Cosmi's The President Is Missing. The former makes the gamer jump up and down to get the on-screen athlete to do the same, while the latter puts the user in control of a computer network.

Some action combat-game creators, taking a similar approach, have added training modules to their programs. A few have even taken the next step and designed games that are pure training exercises.

Training games, and those with training modes, make the player's failures easier to swallow. Everyone knows that novices usually make mistakes before they master a task. Since it is a learning experience, not a life-or-death struggle, repeated failures don't destroy the realism.

Illustration by Ren Wicks

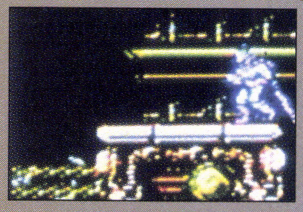
TOTAL TRAINING

The Rolls Royce of flight training simulators is *Chuck Yeager's Advanced Flight Trainer 2.0* (Electronic Arts for IBM PC and Macintosh). Author Ned Lerner's exhaustive training regimen has the kind of authenticity that goes straight to the hearts of those who love marvelously complicated contests.

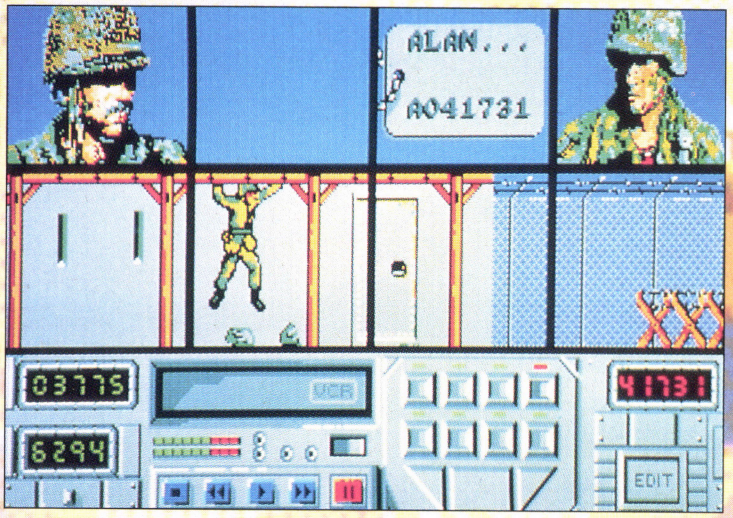
The six-day course is taught by the man with the "right stuff" himself, Chuck Yeager. The student starts on basic maneuvers, like loops and rolls, on the first day. Pilots learn to put maneuvers together smoothly on Day 2 and move up to fancy aerobatics on the third and fourth days. The remaining two days are spent learning the rudiments of racing and formation flying. The celebrated general provides guidance during training through both on-screen comments and an audio cassette packaged with the program.

The computerist earns the wings of a Navy aviator in the streamlined simulator, *F-14 Tomcat* (Activision for the Commodore 64). It follows the career of a fighter pilot from Whittier NAS (Naval Air Station) in Florida to Miramar NAS in California. Although this simulator stresses playability over exhaustive details, it presents a fairly accurate model of the F-14, including armament, instrumentation and movement characteristics. *F-14 Tomcat* even includes blackouts and redouts caused by excessive gravitational pull and a choice of several locations for recuperation between missions.

The reward for mastering basic aerial maneuvers on a T-2 Buckeye is assignment to the aircraft carrier USS *Nimitz* as an F-14 pilot. Eighty missions in five theaters of operations monitor the student's progress during two tours of duty aboard the flattop. The best combat flyers can gain admission to the prestigious Naval Fighter Weapons School.

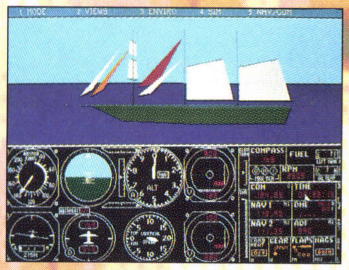


Armchair rocket jockeys can earn their interstellar pilot's wings in *Space School* (CRL for IBM PC, Amiga and Atari ST). Peter Cooke's action strategy game gives computerists the chance to enroll in Galcorp Academy for Advanced Skimmer Pilots (GASP). Graduation from GASP requires the successful completion of 20 missions. The program does not let the cadet advance to a higher degree of difficulty until he or she scores at least 90% on all four "lessons" at the previous level.



Simple artwork, much of it in the vector-graphics style, gives the student a first-person perspective universe in which to hunt down spacefaring enemies. Action in Peter Cook's *Space School* is like a hundred other flying-and-shooting games, but the scholastic setting makes the idea of a space captain single-handedly taking on the rest of the universe a lot more believable.





Special forces training is on the menu in *Combat Course* (Mindscape for IBM PC and Commodore 64). Three phases of instruction challenge the mettle of the modern-day warrior. The first stage tests physical abilities, the second exposes the trainee to risk and the final one sharpens combat skills.

As if the obstacle course weren't hard enough by itself, the program adds three types of complications to the already formidable task of the barbed wire, ladders and other barriers. The player may be forced to take cover from an enemy air raid, battle a fierce attack dog or drop to the ground and do ten push-ups, depending on the picture in the orders window next to the main display screen.

The second stage is like the first, only even more dangerous for the on-screen soldier. The obstacles are still plentiful, and this time the special forces candidate must detonate dynamite and toss grenades as well as duck enemy fire.

Four types of hostile troopers menace the student in the third stage. Riflemen either charge straight into the hero's face or sneak up from behind. The other two varieties must be dispatched using hand-to-hand fighting. Some are armed, though unwary, while others are lethal martial artists who attack the player on sight.

Raw Recruit (Virgin Mastertronic for the Commodore 64) is basic training for gamers on a tight budget. Its strict linear structure may frustrate those who are impatient to see all of the six events, but it is certainly a rugged test for any player. The graphics are disappointing, but *Raw Recruit* offers the unusual feature of two-player simultaneous action in the two target games.

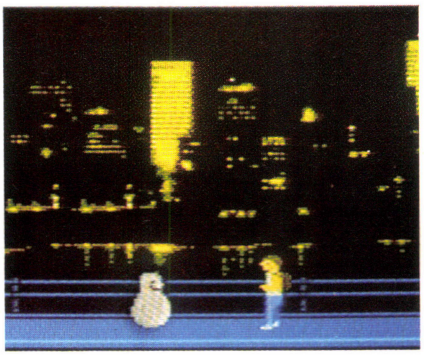
The player must succeed at an event before he can move to the next. Failure to qualify immediately ends the game.

The six events are: rifle range, cross-country, fitness course, assault course, pistol range and tug-of-war. Instead of maintaining a consistent point-of-view, *Raw Recruit* employs an unusually wide variety of perspectives. The rifle range, for example, uses an

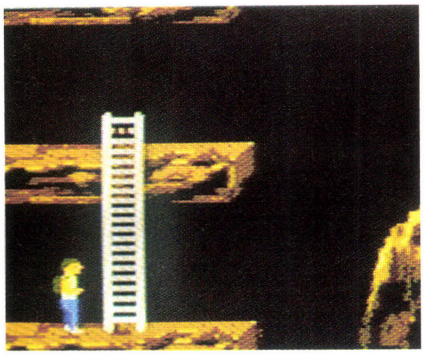


"IT'S MEGAHOT" Nintendo Power™ Magazine

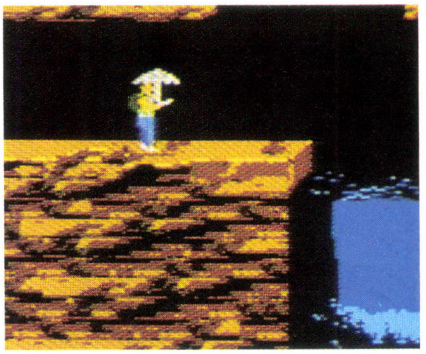
TOSS ONE AND SEE WHAT HAPPENS.



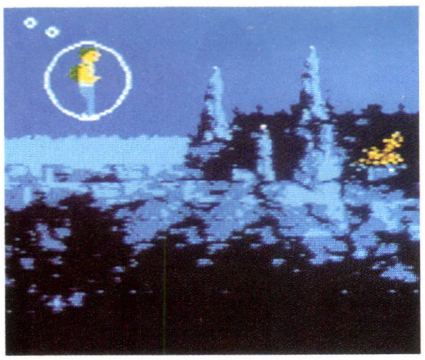
A Blob...



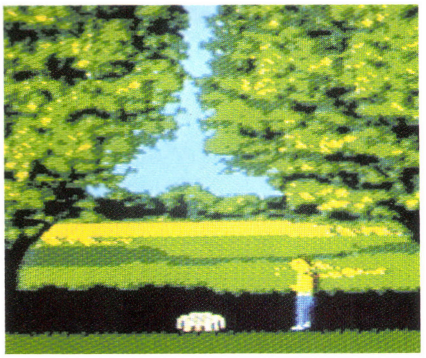
A Ladder...



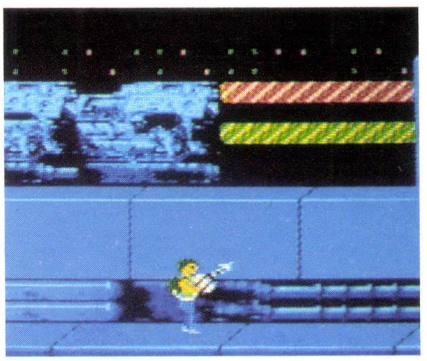
An Umbrella...



A Submersible Bubble...



A Trampoline...



A Vitablaster...

Blob has come from the distant planet Blobolonia™ in search of an earth boy to help him save his world.

Discover his amazing appetite for jellybeans, and watch as he changes shape with every flavor. Learn to use this special power to overcome even the most outrageous obstacles.

Join the Blob on his famous adventure filled with constant surprises and humorous characters. A BOY AND HIS BLOB.™ New for the NES.

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

DAVID CRANE'S A BOY AND HIS BLOB™

Official Nintendo Seal of Quality™

ABSOLUTE ENTERTAINMENT®

Published by: Absolute Entertainment, Inc., 251 Rock Rd., Glen Rock, NJ 07542 (201) 652-1227. Absolute Entertainment® is a registered trademark of Absolute Entertainment, Inc A Boy and His Blob,™ Trouble in Blobolonia™ and Blobolonia™ are trademarks of Absolute Entertainment, Inc. Nintendo® and Nintendo® Entertainment System™ and Nintendo® Power™ are trademarks of Nintendo of America Inc. © 1989 Absolute Entertainment, Inc.

CIRCLE #129 ON READER SERVICE CARD.

aiming cursor and a first-person viewpoint. As targets pop up across a wide field, the player has a limited amount of time to draw a bead with the cursor and fire. Cross-country, on the other hand, shows the soldier in side perspective. The head-to-head events, like the cross-country challenge, have a horizontally split screen to show both player-characters and define their relative status.

PRELUDE TO BATTLE

More and more combat contests offer a training module that prepares the player for the greater difficulty of the actual missions. Ideally, the training phase is easy enough to entertain a relatively unskilled player, yet hard enough to get him or her ready for the all-out action action to follow.

Training modes have become so popular, in fact, that it would be impossible to cover every computer combat title that has one. Here's a look at some of the best recent entries.

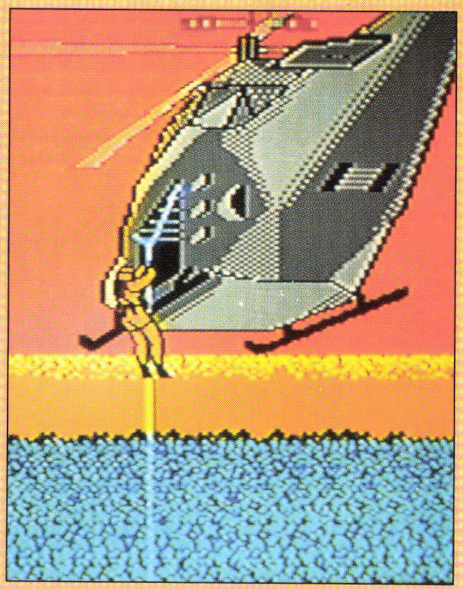
The sophisticated training program that precedes the missions in *Navy SEAL* (Cosmi for Amiga and Commodore 64) puts the recruit through the same type of advanced training the Navy's special troops receive. Instructors describe each of the four practice events and give the rookie a rating at the end of the round. After a few study sessions, the digital daredevil can try any of the four nail-biting scenarios.

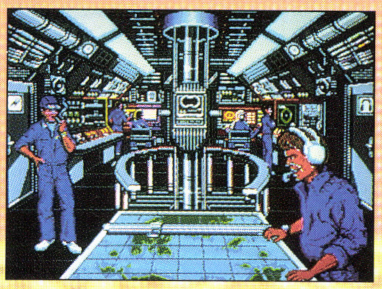
The training section's four components are: marksmanship, land obstacle course, undersea obstacle course and mountain climbing. Subtle artificial intelligence gives seamen who excel in SEAL school an advantage when the action is "real."

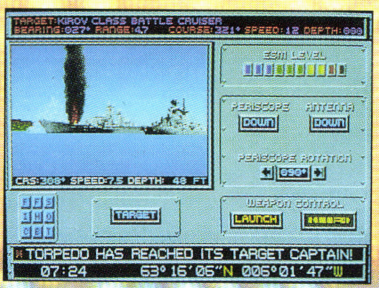
Bruce Artwick's *Jet* (subLogic for all computer systems) and Donald A. Hill Jr.'s *Fokker Triplane Flight Simulator* and *P-51 Mustang Flight Simulator* (both Bullseye Software for the Macintosh) are programs which have training options out of necessity rather than artistic considerations.



Even the most skillful gamers will find all three of these complex flight simulators tough to crack without logging many hours of electronic flying time. Without the practice mode, an apprentice pilot could blow a Jet mission so often while learning that it permanently loses its appeal. *Jet* has a practice mode for every mission so that gamers get a sense of each test before playing under true combat conditions.







Donald Hill's method is a little more satisfying. Whether handling a World War I Fokker Triplane or the WWII P-51 Mustang, flyers can elect to fight against foes that fire "blanks" instead of "real" ammunition. Rookie pilots can't get blown out of the sky ten times in a row before tasting success, which greatly boosts both programs' overall playability.

First-time submariners can practice before venturing into perilous waters in two of the leading submarine warfare titles, *Sub Battle Simulator* (Epyx for IBM PC and Commodore 64) and *688 Attack Sub* (Electronic Arts for IBM PC). The former, by Digital Illusions, covers undersea combat during World War II, while John Ratcliff's design concerns nuclear-powered attack subs in the modern era.

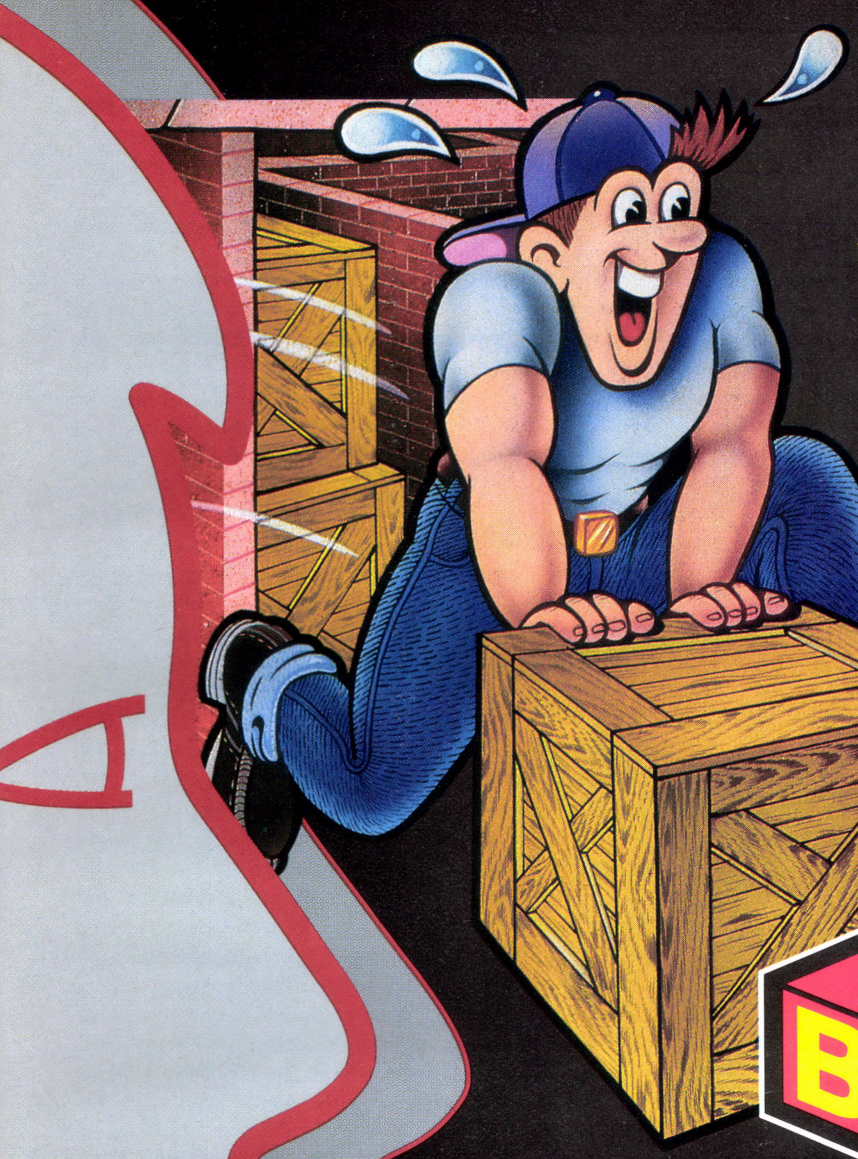
The training mode in *Sub Battle* is exclusively devoted to gunnery, while *688 Attack Sub* has two complete missions. "Torpex '89" challenges the captain of an American or Soviet vessel to sink a trio of decommissioned destroyers. "Shake 'em" is an unusual simulation. It is a real situation, not a test exercise, but there's little danger in this game of high-tech undersea tag. The user can take either side or compete against another human commander via modem.

Spaceship captains need at least as much practice as those who soar into the stratosphere in jet planes. *Lunar Rescue* (Practical Computer Applications, Inc. for Macintosh) isn't particularly hard to learn, but its training sequence gives a special twist to what is essentially a highly sophisticated update of the classic thrust-fire "moon lander" program.

Before trying to save the beleaguered settlements spread across the lunar surface, the player gets the feel of the lander vehicle's ultra-sensitive steering in the training exercise. The contrast between serenely steering the lander in a test situation and maneuvering it under fire from the moon's automated defense system makes the mission seem more exciting.

GRADUATE GLADIATORS

Clearly, the era of combat training has only begun. Even the most advanced games at this point paint the military education process with fairly broad strokes. Now that the process is firmly established in the gaming world, however, it's likely that the next year will see the debut of one or more programs that reproduce the training in the same minute detail currently reserved for the actual battles.

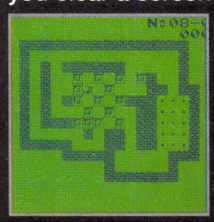


Put Your Brain in Action

BOXXLE™

The Portable Puzzle for your Game Boy System

BOXXLE is the go-anywhere brain teaser that makes action games look easy. Your challenge is to move the boxes into their proper spaces and clean up the "warehouse." Sounds simple? Just try it! You need more than manual labor to win, it takes *brain power* to beat BOXXLE! Once you clear a screen there's another. And another!



Each more difficult than the last. Over 100 screens! Plus you can choose which screen to play or use the edit function to create your own screens. Get your Game Boy ready to go. You'll never get bored once you get BOXXLE!

- 108 screens
- 3 edit screens
- Password memory
- Animation and synthesized sound

Boxxle™ is a trademark of Fujisankei Communications International, Inc. and is licensed by FCI for play on the Nintendo Game Boy. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc.
Fujisankei Communications International, Inc. 150 East 52 Street, New York, NY 10022
Consumer Information (312) 968-0425

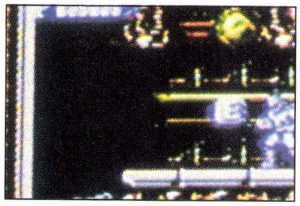
GAME BOY™

FCI

Not Just Kid Stuff

CIRCLE #130 ON READER SERVICE CARD.

DON DAGLOW'S FULL GAMING CYCLE FROM DESIGNER TO PRODUCER TO DEVELOPER



BY BILL KUNKEL

Don Daglow speaks softly but carries a big resumé. Quiet and self-effacing, he takes great pains to praise his collaborators' efforts over his own. On successful projects, he credits others; on the lone failure he's been involved with, he takes full blame.

So what the heck is this guy doing in the entertainment-software business, anyway?

Succeeding. Daglow doesn't need to brag; his accomplishments speak for themselves. Since being bitten by the game bug almost two decades ago, he has done it all in this business: programming, producing and now developing software for other publishers.

Like most of the early game creators, he more or less stumbled into the business. Trained as a creative writer, he was a playwriting major in college who won a national competition and sold a science-fiction novella while writing public-domain computer games for his own enjoyment through the '70s. "I started out as a designer in 1971, as a hobby." Game design remained a hobby for nine years, during which time he wrote games like *Dungeon Adventure* and *Star Trek* for online shareware. ("There were two *Star Trek* games that were popular on mainframes in the early '70s. In one, you moved from sector to sector and beat up Klingons; that was the most popular one, but it wasn't mine. Mine was the one that printed out the script so that Spock speaks to you. There were also battles, tactics and firing strategies.")

Gaming took a great leap forward over playwriting when he was hired by Mattel, which had just launched its vaunted Intellivision game console. He actually programmed only one game—the highly regarded and offbeat *Utopia*—before being "kicked upstairs" to a supervisory position as director of game development. At Mattel, he foreshadowed his later producing successes by assembling a legendary design and programming team that included such heavy hitters as Michael Breen (who authored *Strike Fleet* on the IBM and is now with Beyond Software), Mark Buchigrani (also with Beyond, worked with Michael Breen on *TV Sports: Baseball*), Rick Koenig (*Racing Destruction Set*, *Ferrari Formula One*), Eddie Dombrower (*Earl Weaver Baseball*), Dave Warhol (one of the industry's leading software composers) and Connie Goldman (created graphics for *Adventure Construction Set* and *Racing Destruction Set*). Additionally, an associated group at Mattel included Joe Ferreira (graphics for *Might & Magic*), Gene Smith, John Sohl *(221B Baker Street)*, Bill Fisher (now with Quicksilver Software) and Richard Levine (now with Cinemaware). "That old Intellivision team has been a real blessing to me over the years," he observed.

It was in his next position at Electronic Arts that Don Daglow's reputation as a producer was made. Game players see the producer credit frequently, but exactly what does a producer do? "A producer needs to be a vacuum filler," Daglow explained. "When an author is stumped or having trouble, the producer has to be able to make good suggestions without unbalancing the process. You don't want to get carried away and take creative control away from the author. You know, tell them: 'And now we want a great big explosion!' It's a gentle balance."

Also a difficult one. Producers in the computer-entertainment business have a slightly shorter life expectancy than managers working for George Steinbrenner. "There are certain industry maxims, one of which is: All Hits Are Flukes. Of course, occasional hits are necessary, so you've got to manage probabilities in such a way that you keep those flukes coming. As I look back at my days with EA, one of the things I realize now is that I had an incredible run of luck. There was *Adventure Construction Set*. Everybody said you couldn't do an adventure-game construction set. Then came *Racing Destruction Set* and *Realm of Impossibility* [see the sidebar for a complete list of Dan's credits], all of which sold really well. I had great authors and I was very lucky.

The idea behind the producer concept is absolutely correct. I like the

vap™ GAME

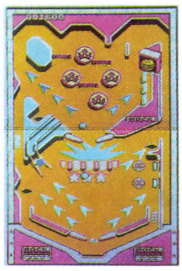
Rock'n Ball™



Pinball is famous in video game history. Challenge your skills against ROCK'N' BALL'S brand- new twists on this popular game.

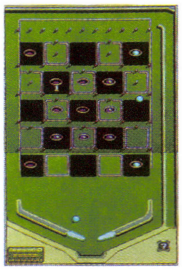
Nostalgic pinball is back with some very modern concepts! Enjoy seven different games with six different characters such as Twister Tom for Pinball, Rock'n' Roller Billy for Sports Pinball...etc.! Team up with your favorite ROCK'N' BALL character and reach for higher and higher scores!

PINBALL



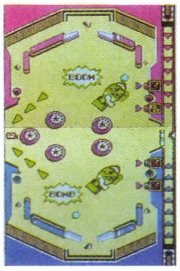
Choose one of the six different characters and play this traditional version of pinball by yourself or against your friends. The most skillful players will be challenged by a special level with a very sophisticated game.

NINEBALL

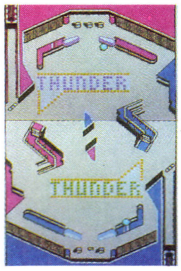


Place you bets and go for "bonus power" in this Bingo-inspired game of pinball. With practice and acquired skills, you can advance to a higher, more challenging level.

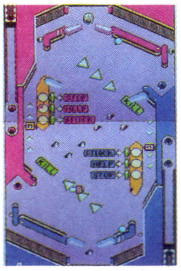
BATTLE FLIPPER



BOMBER
Challenge your friend or the computer in this explosive game. Try to match the images in the windows and enjoy some very special effects.



THUNDER
This may be the most simple of all three Battle Flipper games, but it takes technique to protect your goal and defeat your opponent.



ATTACK
Aim for the spinner and hit the targets of "stop", "help" and "attack" to take advantage of your opponent. You can also move both flippers back and forth across the screen to sabatoge him and win.

SPORTS PINBALL



SOCCER
An exciting, dynamic and speedy soccer–pinball game!



ICE HOCKEY
Hasty movements on the ice can lead to a missed shot for the goal. Consider the effects of slippery ice when you play this challenging game!

Many more new and exciting games are soon to be released from **NTVIC**™
Keep your eyes open and look forward to playing these new games
in the very near future!

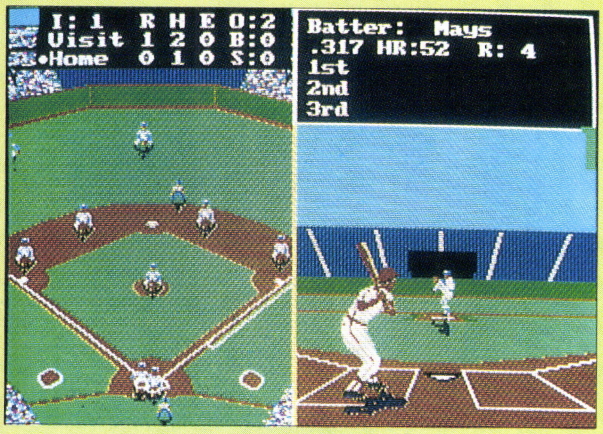
CIRCLE #131 ON READER SERVICE CARD.

NTVIC™
NTV International Corporation
50 Rockefeller Plaza, NY, NY 10020
Tel: (212) 489-8412

LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo ENTERTAINMENT SYSTEM®

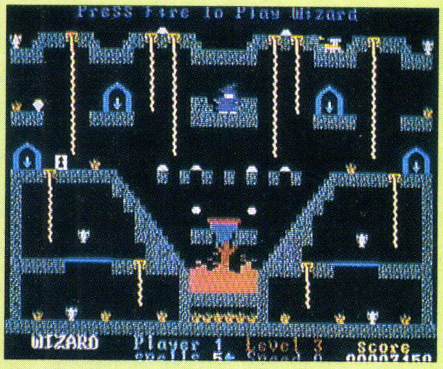
Official Nintendo Seal of Quality™

TM & © 1989 VAP INC. "Nintendo® and Nintendo Entertainment Systems® are trademarks of Nintendo of America Inc."



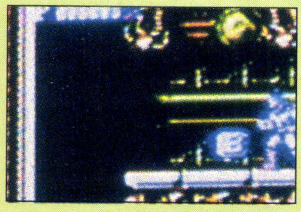
Electronic Arts' *Earl Weaver Baseball*, an effort at the ultimate baseball simulation.

system; the only weakness is that the people we ask to fill these jobs are mortal. There is also an innate difficulty. The producer is on the front line; half the time he's representing the publisher to the developer and half the time he's representing the developer to the publisher. Let's say you're on the phone to the developer, and you feel there are problems with the graphics on a certain scene. You're concerned and you're pushing him on the issue; but in all probability, the developer is already aware of the problem and wants to do whatever is necessary. Then, a half hour later you're sitting with your boss and it's a natural tendency to try to defend the developer. In the end, it's the producer who's held responsible. If your tail is in the fire, a reasonable developer will work with you. Then again, they may not; they may be looking to produce a purist game with nobody else's input at all, and then you've got a problem."



***Ultimate Wizard*, based on the *Wizard* action-strategy game**

Hired at the very time when EA was forging the concept of the software producer, Daglow got to work with some of the industry's most highly regarded talents. "To the best of my knowledge, the idea of the producer was invented by [EA president] Trip Hawkins, or at least by the original team, and the idea was right on! It was a very exciting time. I was hired six months after EA had shipped its first product and the caliber of people they had was just superb. [EA] had other producers, like Joe Ybarra, who was tremendous and the best polisher of product I ever saw and Stewart Bonn, who was great at seeing the big perspective. He could get beyond the game itself and think about the issues that would make it sell or not sell.

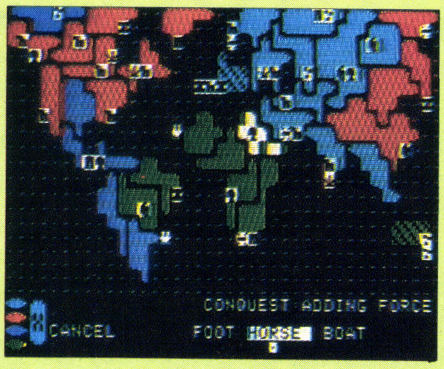


"Then there was Trip, who made real contributions to products with good ideas and suggestions, without being obtrusive. Sometimes it was two or three months later before I realized just *how* good some of his suggestions were. And Bing Gordon, besides being a strong marketing guy, really knows games.

"Then, of course, there was the caliber of the authors, like Stuart Smith (*Adventure Construction Set*). What he was able to do in 1984 on the Commodore 64 is still amazing. There were several great things about Stuart: one, he was a true gamer; two, he was excellent at what he did; and three, he had no excessive ego involvement with his games. He was *so* easy to talk to, and he had great insight into what made the best game. When we worked together on that project, he lived 160 miles from me in the Sierras, so I had to make a 320-mile round trip every week. And, you know, I got to where I really began to look forward to that trip!"

Daglow's string of productions was truly dazzling, from both a sales and artistic point of view, encompassing everything from *Super Boulder Dash* to Chris Crawford's classic *Patton vs. Rommel* without so much as a bump. Then came the trapdoor: Mike Wallace's *Return to Atlantis*. Originally billed as the game that would show what the Amiga could *really* do, it turned into a vastly overblown, multi-year project that all but became the prototype for the industry term "vaporware"—i.e., projects that are hyped forever but never seem to actually appear. "I had produced all these hits, and we had even been pretty good on meeting schedules. And I developed an unrealistic attitude. I stopped thinking about the fact that All Hits Are Flukes, and I stopped being as careful, and *Return to Atlantis* was the result. I have to take the blame for that game taking so long that it almost *was* vaporware. I was aiming too high, and I encouraged the developer to show off every square inch of the Amiga. We were going to give people a tour of the Amiga and what it could do. The Amiga is a big machine, and it was a damned long tour. I just blew it. The company lost money, and I sure didn't do Mike Wallace any favors."

Daglow left EA shortly thereafter and moved to Brøderbund, where he was in charge of the Entertainment and Education publishing group. He has since become a developer himself with Beyond Software.



Strategy fans were elated with *Lords of Conquest*

Beyond's first major release will be the third entry in Cinemaware's new sports series, *TV Sports: Baseball*.

Daglow is no stranger to the national pastime, having produced *Earl Weaver Baseball* for EA. What will be the differences between the two simulations? "There are two key differences. If you look at Cinemaware's product line, you can see they have a different approach to presenting sports, and as the first outside development group to work on this [*TV Sports*] series, we want a look and feel that is consistent with the previous games. The fact that this game was developed outside Cinemaware should be transparent to the consumer.

"Then there's the fact that *Earl Weaver Baseball* was an expert system, modeled on Earl's style. In *TV Sports: Baseball*, there won't be a single idiosyncratic style; the computer manager has to manage in what I think of as a good 'arguable' style. In other words, his decisions should start the maximum number of arguments in bars, with half the patrons taking one side and half the other. I'm not talking about a generic manager, because to me that's vanilla managing, and vanilla managing is dull."

TV Sports: Baseball will echo *Earl Weaver* in the sense that it will offer both arcade and stat-influenced play. "My belief is that people who buy baseball games are of three types. There are those who want pure arcade-style action, and there are those who find the idea of Babe Ruth going up against

Thrill to the Feel of FlightStick™!

Matchless in Performance and Durability.



Legendary designer Chuck Hayes scores again with FlightStick™ the most durable and superior joystick in the market today, outlasting the competition up to 100 times.

The contour pistol grip, tactile trigger and fire buttons, total 360 degree cursor control ... Advanced features like these reduce fatigue, improve response time and realistically simulate actual flying.

Added throttle control for IBM models gives you better speed control for Microsoft's™ Flight Simulator™.

FlightStick can be used with Computer Aided Design, graphics applications and any interactive games.

FlightStick is the matchless result of 25 years' experience in joystick design and manufacturing.

See your dealer today.

Suggested Retail:

$74.95 – Apple IIE/IIC/IIGS
$79.95 – IBM PC/XT/AT/PS2
$74.95 – Tandy 1000

For credit card orders call:
US 1-800-624-5804; CA 1-800-262-2004
For more information call : (619) 744-8546

CH products™
A Joystick Technologies Inc., Company

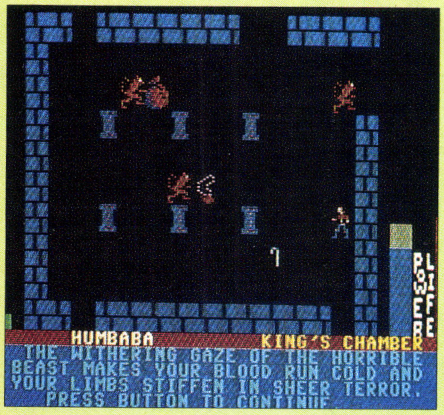
1225 Stone Drive
San Marcos, CA 92069

Apple IIE, IIC, IIGS are registered trademarks of Apple Computer, Inc.
IBM PC/XT/AT/PS2 are registered trademarks of International Business Machines Corp.
Microsoft and Flight Simulator are registered trademarks of Microsoft Corp.
Tandy 1000 is a registered trademark of Tandy Corp.

CIRCLE #132 ON READER SERVICE CARD.

Sandy Koufax exciting. Finally, there are the folks like me who are stat nuts. Our objective is to produce a game that has something to offer each of those three types of player. *TV Sports: Football* did a good job of that; it was basically an action game with a solid statistical influence."

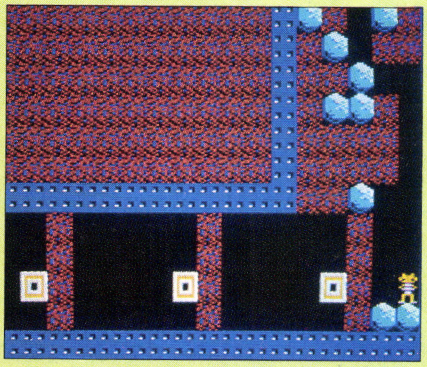
Unlike *TV Sports: Football*, however, the baseball game should feature real pro players. "It is our plan to have real players in the [basic] game and to make real players available [later] on data disks."



Adventure Construction Set

How much expertise is required of producers? Do you need to be a baseball expert to produce a good baseball game, for example? "To a certain extent, you do. You certainly must know enough to join in the discussions and participate in the tough decisions. You may not like it, but you must also take into account factors like what other products are out there. The producer can have a very strong effect on the positioning of a product, and could easily lead it astray. I think the best producers are eclectic, however, and not necessarily specialists."

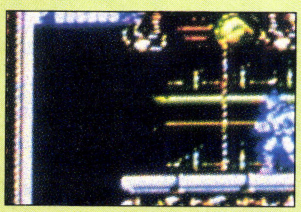
Do producers actually *play* the games they produce, we wondered? "Once a project is finished, you don't get much of a chance to play it. For one thing, you're already into your *next* project. Plus, you've been playing this game furiously during the beta-testing phase, so by the time it comes out, you're probably fairly sick of it. What I *do* find, however, is that I go back to games much later and sort of rediscover them. I come back to *Earl Weaver* periodically, and *Super Boulder Dash*. I want to go back now and play *Lords of Conquest*, in fact. I also play some of the old classics, like [Ozark's] *Seven Cities of Gold* and *Lode Runner*. Those were really *great* games."



Super Boulder Dash, a sequel to the original game by First Star Software

With his new status at Beyond, Don Daglow has moved through the full cycle of electronic gaming, from user to programmer to supervisor to producer, back to supervising and now to development. Beyond seems to be off to a quick start too, with a major computer conversion of an arcade hit in the works and an online game for PC-Link (it should also be on America Online by the time this article appears), in addition to *TV Sports: Baseball*.

"The thing I'm most proud of," Daglow reflects, summing up his career so far, "is not that I've been a perfect predictor of hits, but that I have a good record for picking creative human beings and then working with them to produce entertainment hits. Electronic Arts' original concept of putting the author out front was absolutely right on—it's the author who makes the whole thing happen."





Designer/Programmer:

STAR TREK (PUBLIC DOMAIN)—ONE OF TWO POPULAR MAINFRAME *TREK* GAMES FROM THE EARLY '70S. NOT AS WELL KNOWN AS THE VERSION PRODUCED AT M.I.T. IN '73, BUT STILL EXTREMELY POPULAR IN ITS DAY.

DUNGEON ADVENTURE (PUBLIC DOMAIN)—MAINFRAME FANTASY ADVENTURE DISTRIBUTED THROUGH SHAREWARE. THIS WAS THE FIRST GAME TO AUTO-MAP DUNGEONS SHOWING ONLY WHAT THE CHARACTERS COULD SEE.

UTOPIA (MATTEL/INTELLIVISION)—AN ATTEMPT BY MATTEL TO TURN GAMERS ON TO NONARCADE CONTESTS. IN 1982, PLAYBOY SELECTED IT AS ONE OF THE 12 BEST GAMES OF ALL TIME.

Producer:

ADVENTURE CONSTRUCTION SET (EA)—STUART SMITH'S CLASSIC "ROLL YOUR OWN" SYSTEM FOR CREATING ROLE-PLAYING ADVENTURE GAMES.

RACING DESTRUCTION SET (EA)—ANOTHER BIG SUCCESS. AUTHORS RICK KOENIG (DESIGN/PROGRAMMER) AND CONNIE GOLDMAN (GRAPHICS) ALLOWED USERS TO DESIGN THEIR OWN RACING LAYOUTS, THEN SEND ANY OF SEVERAL TYPES OF VEHICLES OUT TO RACE ON THEM.

REALM OF IMPOSSIBILITY (EA)—DESIGNED AND PROGRAMMED BY MIKE EDWARDS, THIS WAS BASICALLY A REWORKING OF HIS ARCADE-STRATEGY GAME, *ZOMBIES*.

MAIL ORDER MONSTERS (EA)—AUTHORS PAUL REICHE AND EVAN AND NICKY ROBINSON GAVE GLADIATORIAL COMBAT A MODULAR COMPONENT WITH THIS GAME. PLAYERS SELECT A WARRIOR, THEN OUTFIT HIM/HER/IT WITH APPROPRIATE WEAPONRY AND ARMOR, BEFORE SENDING HIM/HER/IT OUT TO DO BATTLE.

SUPER BOULDER DASH (EA)—CHRIS GRAY'S ACTION-STRATEGY HIT *BOULDER DASH* WAS THE BASIS FOR THIS GAME BY PETER LIEPA THAT EXPLORED FURTHER POSSIBILITIES SUGGESTED BY THE ORIGINAL.

LORDS OF CONQUEST (EA)—PETER OLOTKA, JACK KITTREDGE, TREVOR WESTERN AND EON SOFTWARE'S STRATEGY CONTEST IS STILL THE FINEST ELECTRONIC ADAPTATION OF THE NONELECTRONIC CLASSIC, DIPLOMACY.

ULTIMATE WIZARD (EA)—MORE ACTION STRATEGY, WRITTEN BY SEAN MOORE, BASED ON THE GAME *WIZARD*.

AMNESIA (EA)—SCIENCE-FICTION AUTHOR THOMAS DISCH AND PROGRAMMER KEVIN BENTLEY AND COGNETICS PRODUCED THIS TEXT ADVENTURE SET LARGELY IN THE NEW YORK CITY SUBWAY SYSTEM. A SPECIAL FAVORITE OF DAGLOW'S, SINCE HE REALLY ENJOYED WORKING WITH DISCH.

STUART SMITH'S AGE OF ADVENTURE (EA)—A COLLECTION OF SEVERAL OF SMITH'S EARLIER ADVENTURES.

WORLD TOUR GOLF (EA)—EVAN AND NICKY ROBINSON AND PAUL REICHE'S GOLF SIMULATION.

PATTON VS. ROMMEL (EA)—CHRIS CRAWFORD'S BRILLIANT WAR GAME PITS WWII'S GREATEST TANK COMMANDERS IN SIMULATED COMBAT.

RETURN TO ATLANTIS (EA)—AN OVERAMBITIOUS PROJECT THAT TURNED INTO A MAJOR BOONDOGGLE FOR DAGLOW, AUTHOR MIKE WALLACE AND EA ITSELF.

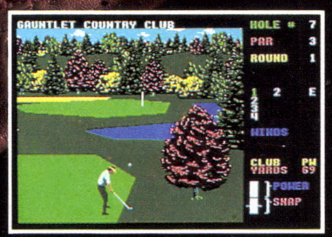
EARL WEAVER BASEBALL (EA)—AN ATTEMPT TO PRODUCE THE ULTIMATE BASEBALL SIMULATION, WITH ARCADE-STYLE ACTION, STRATEGY, STATISTICS AND SKILL RATINGS FOR MAJOR LEAGUE PLAYERS, ALL FILTERED THROUGH THE MIND OF THE "EARL OF BALTIMORE." AUTHORED BY EDDIE DOMBROWER (WHO ALSO WROTE *MAJOR LEAGUE BASEBALL* FOR THE INTELLIVISION) AND MIRAGE GRAPHICS, THE GAME IS RENOWNED FOR ITS FLEXIBILITY, SOPHISTICATED STAT BASE AND SPECTACULAR GRAPHICS.

Key Ingredients for a World Class Golf Experience . . .

- Superior EGA Graphics
- RealSound, Digitized Sound Technology
- So close to the actual experience you'll forget it's a game

"Simply Amazing . . ."
—Compute

Also Available:
Famous Courses of the World
Volumes I, II, and III for $19.95.



ACTUAL IBM EGA SCREEN

ACCESS
SOFTWARE INCORPORATED

CIRCLE #133 ON READER SERVICE CARD.

INSIDE



GAMING

To Frill or Not to Frill

(Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month his column takes readers inside the world of video and computer games. This month, he waxes philosophical about the balance between reality and playability in video and computer games.)

by Arnie Katz

Looking for a game designer? The best place to find one is between a rock and a hard place. A few of the more intellectual ones hang out between Scylla and Charybdis. You may even think of them as caught between the Devil and the deep blue sea, but every designer knows these twin hazards are called "realism" and "playability."

Since the first electronic game flashed across a cathode-ray tube, the central issue has been how to make the game realistic enough to seem authentic, yet playable enough to be fun. It's the basic question, the eternal dilemma, of computer- and video-game design.

The tug of war between realism and playability has always been at the core of the creative process for computer and video games. It has remained the overriding consideration for so long that the whole matter has flip-flopped 180 degrees without getting an inch closer to a definitive solution.

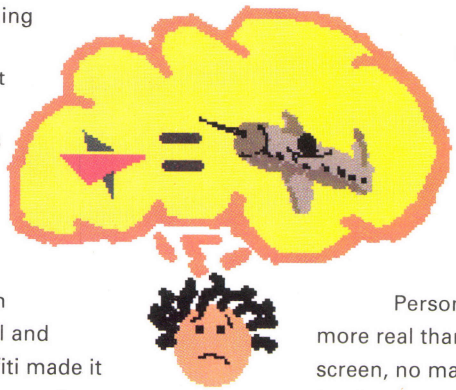


Back when a video-game machine had 4K of memory and the typical computer had 16K, realism was a twinkling star fleetingly glimpsed by dreamers. No one worried about too much realism ruining playability, because no one could make a game with that much realism.

In 1980, the question was how to make a game seem real enough to interest players. Any sort of faithful rendition of reality was simply impossible. Sound on a par with a musical doorbell and graphics no better than graffiti made it hard to claim that any of those early games represented the world outside the computer.

In a way, audiovisual minimalism had a positive effect on the perceived realism of early video and computer contests. The artwork on the screen was so vague—two parallel lines tangent to the circumference of a circle sufficed for a spaceship—that the gamer's mind had to supply the missing details.





Personal visions seem more real than images on a screen, no matter how much the hardware techs boost the visual resolution and expand the color palette.

This "theater of the mind" concept powered Infocom to international success. As all publishers of text adventures eventually learned, to their sorrow, the glitch is that not everyone can generate vivid mental images, and not everyone who can do so wants to bother. Let's face it, the most popular amusements in America are basically sources of externally produced images, like television, radio, movies and recorded music. The mass audience prefers to let someone else do the heavy-duty imagining.

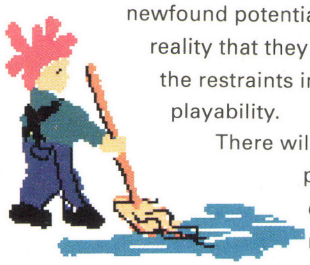
Relying on the ability of players to daydream remained a viable software strategy only as long as rival publishers had no alternative to offer those for whom self-created game reality was not enough. In other words, if you didn't want to mentally draw your own game graphics, you probably weren't spending much time or money on video or computer games back in 1978 and could be safely ignored by product marketers.

So designers of that period tried to make things seem as real as possible by providing visual cues to inspire the players' brains to fill in the gaps. The more generalized the graphic symbols, the more gamers were likely to think up the additional details. Those 1978-1981 titles were like animated Rorschach tests.

The debut of powerful home computers and "New Age" video-game consoles in the mid-1980s gave designers the power to mimic reality to a much greater extent. With the advent of CD-ROM technology, the question is: Can games get too real?

The obvious answer is, "Yes, they can!" Let's face it, a lot of "real life" is rather dull and uneventful. That's why many turn to games to spice things up. An electronic contest that conveys unedited reality to the player risks boring him or her into switching off the system and doing something more entertaining.

A lot of the text-heavy adventure games fell into this trap. Interesting activities for a detective on a murder case include finding clues, interrogating suspects and witnesses and catching the killer. Some overly realistic games wasted players' time by forcing them to do such exciting things as tidy the office desk, pay the gas bill and ride elevators. Many designers became so entranced by the newfound potential to simulate reality that they abandoned the restraints imposed by playability.

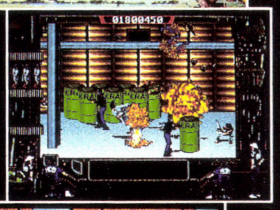


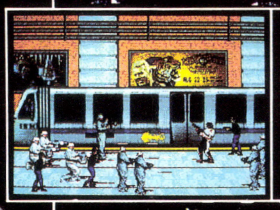
There will always be a place for exceptionally realistic

CRIME Wave











ACTUAL 256 COLOR VGA SCREENS

Real Sound™

A powerful crime syndicate has taken over large areas of our major cities turning them into vast criminal wastelands.

Arson, extortion, drug distribution, murder and now...terrorist abduction! You have just learned that they have taken the U.S. President's daughter and are holding her and our country hostage.

YOU'VE HAD A GUT-FULL! . . . **YOUR PURPOSE:** To wipe out this criminal organization and rescue the president's daughter. Even with the most sophisticated Assault Technology available, it won't be easy. You are the only one that can save the country from this sinister infestation . . .

Bring arcade action home like never before!

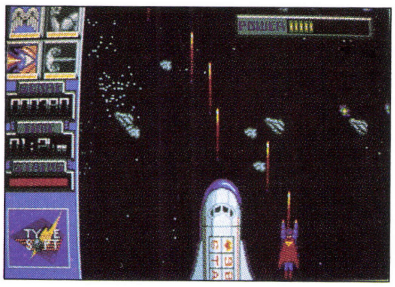
Crime Wave, with *Real Sound*™ and 256 color digitized VGA graphics, puts you on the streets for real!

ACCESS
SOFTWARE INCORPORATED

545 WEST 500 SOUTH, BOUNTIFUL, UTAH 84010
(801) 298-9077 1-800-824-2549

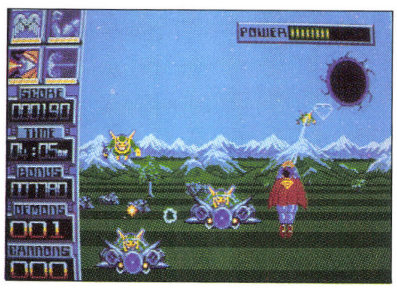
CIRCLE #134 ON READER SERVICE CARD.

games—the huge success of *Flight Simulator II* (subLogic for all computer systems) proves it conclusively. This megahit has documentation as hefty as a small phone book, a complicated user



Capstone's *Superman: Man of Steel*

interface and every conceivable detail of piloting an aircraft. Did Bruce Artwick crash on the jagged rocks of playability? No, he didn't, because there is a large but limited audience of earthbound computerists who

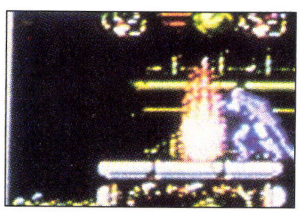


Capstone's *Superman: Man of Steel*

want to feel like they really are at the controls of a plane—hang the complexity. To these gamers, even the most trivial aspects of controlling the plane are special.

It's also fair to say, based on total sales, that a much larger group of gamers prefers the essence of flying without all the humdrum stuff. MicroProse excels in transforming the experience of piloting into highly playable games. *F-15 Strike Eagle* (MicroProse for all computer systems) doesn't aspire to capsulize the entire flight experience, only the fun parts.

Gunship (MicroProse for all computer systems) is another example of a game that edits reality to produce a more pleasurable play experience. Previous helicopter simulations focused on the difficulty of keeping such an unstable contraption in the air. *Gunship* ignores stability and instead favors tight maneuvering





subLogic's *Flight Simulator II*

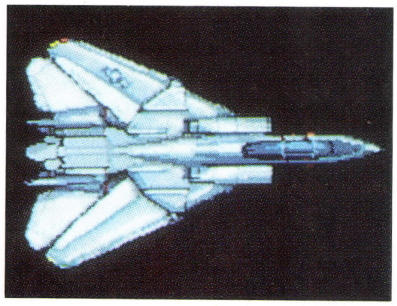
and combat, which most people find a lot more exciting. *Gunship* also eliminates the "realism" of having novice copter pilots crash about 400 times before they get the hang of the delicate controls.

Designers (and their publishers) face the choice between ultimate realism and ultimate playability every day. *Harpoon* (Three-Sixty Software for IBM PC and Amiga) is an instructive example. Early in its development, *Harpoon* was an exhaustive simulation of modern missile-boat operations. But was it playable? Tom Frisina, president of Three-Sixty Software, didn't think so. And though he knew that a few would-be naval officers might be disappointed, he changed the product's direction. The version that recently premiered may not fully satisfy VIDEOGAMES & COMPUTER ENTERTAINMENT's Ed Dille, a serving naval officer who actually trained on such ships, but Ed is outnumbered by gamers who think the finished *Harpoon* is authentic enough to convey the feel of the situation, but easier than actually joining the Navy for a six-year hitch.

How Designers Do It

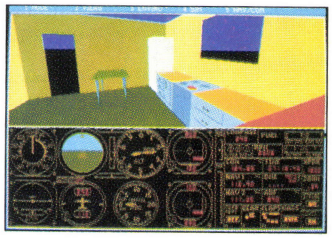
Games run the gamut from totally realistic (and unplayable) to totally playable (and unrealistic), as do players' tastes. Once the designer picks a theme, the first step is to identify where the maximum consumer-interest point lies on the spectrum between realism and playability.

Finding this niche is far from automatic. The proper balance between realism and



MicroProse's *Harpoon*

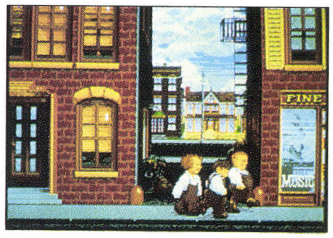
playability varies wildly, depending on the type of game. War gamers are traditionally devoted to authentic details, while action fans want a hot play mechanic. A military simulation can have the best interface



subLogic's *Flight Simulator II*

imaginable, but if it doesn't fulfill war gamers' expectations about reality, it forfeits its primary audience.

The Universal Military Simulator (Rainbow for IBM PC, Atari ST and Macintosh) drew fire for lack of realism from



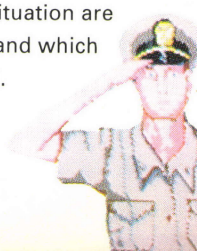
Cinemaware's *Three Stooges*

hard-core compu-generals, but its high complexity ruled out gamers who demand playability. On the other hand, *Ancient Art of War* and *Ancient Art of War at Sea* (Brøderbund for most computer systems) lost rabid war gamers due to insufficient realism, but compensated by gaining support among those who didn't want exacting verisimilitude as much as an enjoyable play experience.

Once the designer selects the right balance for the audience, the real work begins. Often, the difference between a good game and a dull one is the choice of what elements of reality it reflects. Game design is an art, and an artist should transform reality, not just report on it.

When our Subway Software team holds a brainstorming session on a new project, that's what fills up most of the time. The key to creating a successful game is figuring out which aspects of the actual situation are needed to lend authenticity, and which should be judiciously pruned.

Continued on page 116



Mean Streets

Mean Streets is truly an advanced interactive adventure experience.

It's the year 2033. Your name is Tex Murphy, private investigator in San Francisco. You've been hired by the beautiful daughter of a university professor to uncover the facts about her father's death.

As you begin your investigation, you uncover the deaths of several prominent members of the scientific community. Are these deaths coincidental, or is something more sinister going on?

- You will interact with more than 27 characters which animate and respond to questions, bribes and threats.
- Some characters actually talk. This spectacular effect is achieved by synchronizing digitized animation with *Real Sound* ™.
- You'll crack high-tech security systems.
- You'll rummage through offices, warehouses, and factories as you search for vital clues.
- You'll risk your life in action-packed shootouts.

Mean Streets features *Real Sound* ™, our own proprietary technology that allows MS-DOS computers to play high quality digitized sound effects, music and speech WITHOUT HARDWARE.

ACTUAL 256 COLOR VGA SCREENS

Mean Streets has set a new standard for interactive adventure games!
—R. A. Frisk
Sugarland, Texas

Beautiful! A new step ahead in computer entertainment.
—M. A. Platnick
Bluefield, WV

Mean Streets is a major technical breakthrough for the I.B.M.
—Electronic Gamer

Mean Streets is a dazzling product! A showpiece game for VGA machines.
—Video Games and Computer Entertainer

Mean Streets' Real Sound's quality of music, voice & special effects beats anything I've heard from my "Ad Lib"™...hands down!
—H. Nichols
CPAA

Animating digitized images and synchronizing them with great voice and sound simulation for IBM P.C. make Mean Streets more realistic than anything you may already have experienced. To call Mean Streets just another computer game is an understatement!
—Game Player's Strategy





545 WEST 500 SOUTH, BOUNTIFUL, UTAH 84010
(801) 298-9077 1-800-824-2549

ACCESS SOFTWARE INCORPORATED

CIRCLE #135 ON READER SERVICE CARD.

COMPUTER GAME REVIEWS

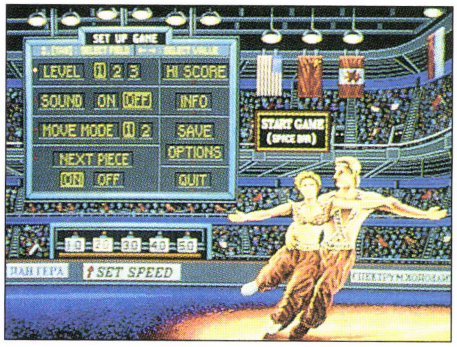
Welltris

SPECTRUM HOLOBYTE
Versions: IBM PC ($34.95), Macintosh ($34.95), Amiga ($34.95)

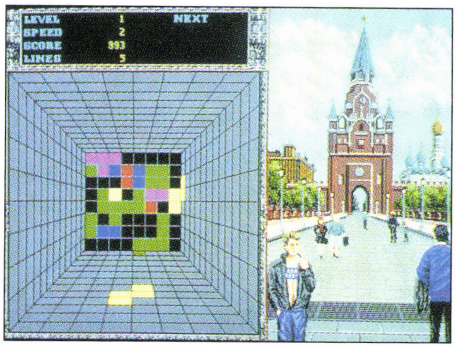
RATINGS:	
Sound/Music	6
Graphics	7
Playability	10
Overall	8

How do you follow up one of the greatest success stories in entertainment software history?

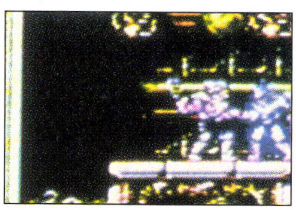
That was the problem facing Alexey Pajitnov, the Soviet creator of the smash hit *Tetris*. *Tetris* had a lot going for it, not the least of which was the press attention earned by its status as the first Soviet-designed computer game to appear in the West. Beneath the hype, however, was a solid new strategy contest that challenged users to manipulate a series of falling shapes into the least possible space.



Pajitnov's follow-up, *Welltris*, takes the original game and turns it inside out. As with the original, the user must play with a series of variously configured geometric shapes as they fall into a collecting area so that they fit neatly together and form tidy, space-conserving rows. Once again, the object is to delay the point where the collecting area fills up as long as possible.



The difference here, however, is in the visual perspective. Unlike *Tetris*' two-dimensional side-view universe, *Welltris*' world is three dimensional. The user looks down into a four-sided well, hence the title. Various shapes move down the walls into a collecting matrix at the bottom of the well. When the pieces form a complete vertical or horizontal column, that row disappears, allowing contingent pieces to fill the now-empty slots. As long as the shapes continue to fall and there is room at the base of the well, play continues. When one of the four sides is filled and a piece impinges on one of the walls, that wall is said to be blocked and can no longer support falling shapes. When all four walls are blocked, the game ends.



The game's expanded point of view allows for some novel play elements, such as the use of corners, where under certain conditions, shapes actually change to fit available space. The user controls the horizontal status of falling pieces as long as they're moving down a wall. Once a piece reaches the well bottom, it continues to move until it reaches either another shape or the wall opposite the one it entered from. Like in the original game, pieces can be rotated until they actually come to rest.

In 1988, we had *Tetris*. Now the Soviets have turned it on its side with the colorful *Welltris*.

Unfortunately, the game's visual presentation also echoes its predecessor in that it's far from state-of-the-art. The simple graphics are not entirely unappealing, but it is a shame that, even in EGA mode, *Welltris* looks so ordinary. Perhaps the upcoming Mac and Amiga versions will be enhanced in this area. The playfield occupies the left side of the screen while drawings depicting Russian life cycle by on the right, once again reprising *Tetris*.

On the plus side, the numerous special features and difficulty levels are as satisfyingly varied as in the original. The pieces comprise two, three or four smaller squares on the easiest level. At Level 2, the user must deal exclusively with the fabled four-square *Tetris*-zoid; and at Level 3, shapes consist of anywhere from three to five squares. The option of viewing the next piece is again available.

"The main thing," according to its creator, "is to construct in the square—always adding, improving, developing. This is my motto." Well, it's not exactly a motto, Alexey, but we get the point. *Welltris* is a deserving, if not overly ambitious, successor to *Tetris*, a status that most games would be only too happy to accept.

—Bill Kunkel

Spectrum HoloByte, 2061 Challenger Dr., Alameda, CA 94501; (415) 522-1164.

David Wolf: Secret Agent

DYNAMIX
Versions: Amiga ($49.95), IBM PC ($49.95)

RATINGS:	
Sound/Music	8
Graphics	9
Playability	7
Overall	8

David Wolf: Secret Agent is one of the most intelligently designed new products in the computer-game field. Like a big budget movie, *Agent* literally oozes quality and production values. The comparison with film entertainment is very apt: Dynamix built a fully functioning film studio, hired actors and photographed a scripted movie, which was then converted to digitized images for the computer.

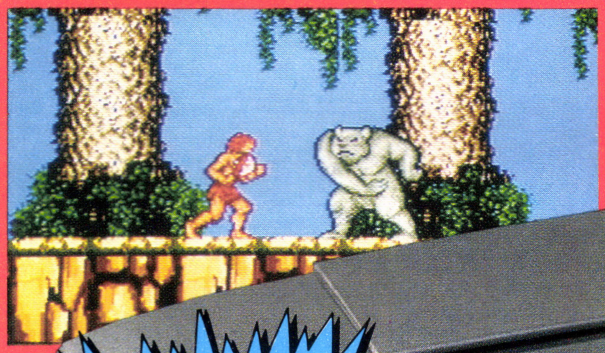
In VGA and Amiga mode, *Agent* represents absolute state of the art in computer entertain-

Computer art by Cameron

INTRODUCING!

TURBOPLAY 16

SPECIAL CHARTER SUBSCRIPTION RATE!
6 ISSUES—ONLY $9.95

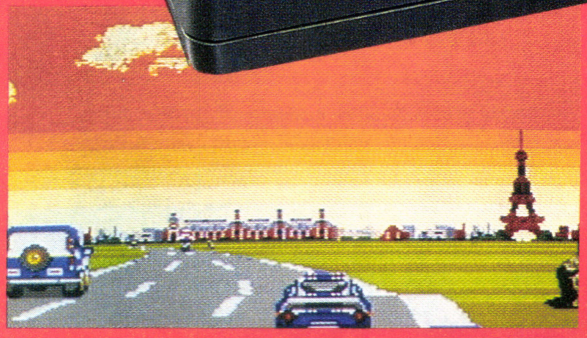


Subscribe and save with our special CHARTER SUBSCRIPTION RATE! Only $9.95 for 6 full-color issues!

Send in your order today!

NOT SOLD IN ANY STORES!





Each issue is loaded with:

- Sneak Peeks and Previews on the latest games!
- Hints and Tips to help you win!
- All the hottest information on the TurboGrafx-16 system.

TURBOPLAY
P.O. BOX 16928, N. HOLLYWOOD, CA 91615

☐ **Yes!** Sign me up for 6 issues of TURBOPLAY at the special charter subscription rate of only $9.95!

NAME _____
ADDRESS _____
CITY/STATE/ZIP _____

☐ Payment Enclosed — Charge My ☐ VISA ☐ MC
_____ EXP _____
SIGNATURE _____

FOREIGN—Add $10 per year.

Your first issue will arrive in 6 to 8 weeks.
WATCH FOR IT!!

Money back on unused subscriptions if not satisfied!

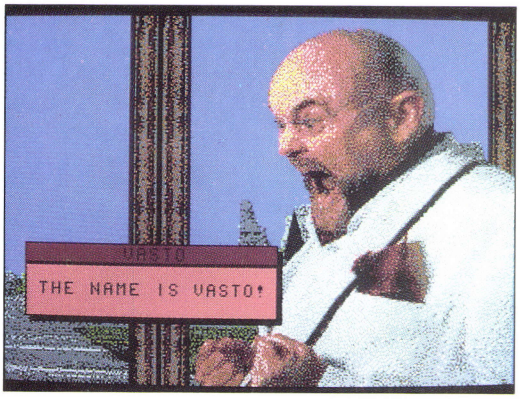
NEC and TurboGrafx-16 are registered trademarks of NEC Home Electronics (U.S.A.) Inc.

MAKE CHECKS PAYABLE TO LFP, INC. OFFER EXPIRES MAY 27, 1990 CKPAW

ment. The user takes the role of a Walter Mitty-like filmgoer who sits in the audience, munching popcorn and merely observing as the spy movie-pastiche storyline unfolds. But during the periodic action scenes, the user joins the fun as the film/game's protagonist, David Wolf. The action games include a stint on a machine-gun-mounted high-tech hang glider, two car-chase scenes, a parachute jump and a stealth jet simulator.



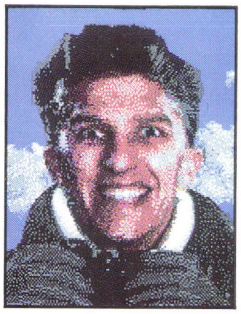
Agent also breaks ground with its innovative user interface. The egalitarian idea is that anyone, and not just the 5% top players, who buys computer entertainment should have access to everything it offers. To quote from the excellent documentation: "One of our major complaints as computer-game players is the amount of frustration the player must endure for a small amount of entertainment value. We have talked to game developers who purposefully include frustrating points to make the game play last longer so the players feel they get more for their money. This is diametrically opposed to the direction we are taking with our products."



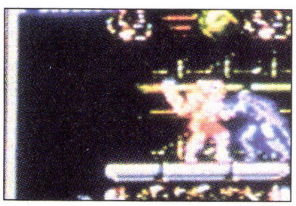
Dynamix built a functioning studio to "film" the action scenes for *David Wolf: Secret Agent*.

To this end, Dynamix created a VCR-type interface that can be summoned up at any point in the game. This allows the user to fast forward, alter difficulty, set text-display speed and modify game speed. Better still, there's a skip feature that allows the player to immediately engage any of the five action games.

Obviously, this sort of free access is going to bug players who feel we must all earn the right, with the sweat of our brow and our skill with a joystick, to behold all the wonders each program holds. The vast majority of users, however, should delight in this liberation. This system does not guarantee that the player will produce the optimal resolution to the storyline, only that they'll have the chance to experience all its components.



Also, since *Agent* is theoretically a movie, it wouldn't do for it to end five minutes after the credits have rolled. Even if Wolf is shot down during the opening hang-glider sequence, we are merely subjected to a brief shot of the villains gloating before the scene shifts to a hospital. There we learn Wolf has miraculously recovered from his apparently fatal accident. Theoretically, these failures all affect the game's ultimate resolution, but they also create a sense of being dragged along for the ride, no matter how bad a pilot the player is.



The action games themselves use the currently popular polygon-fill technique to create simulations of gliding, driving, piloting a stealth jet and parachuting. All games employ a first-person point of view. In the parachute jump, for example, the user looks down at the onrushing ground and Wolf's shoes. Users with AdLib or Roland MT-32 sound boards will experience an additional thrill from the music that accompanies the action. The control systems for the games are all user-friendly and are expertly described in the instructions.

The only real downside to *Agent* is the constant disk-switching. The game fills five 5.25-inch disks, and once the game gets going, the user begins to feel like a one-armed blackjack dealer. A 3.5 inch version available through the mail should improve this situation.

David Wolf: Secret Agent is one of 1989's finest productions, offering players a new level of cinematic experience and a genuine breakthrough in interface design.

—Bill Kunkel

Dynamix,
Distributed by Electronic Arts, 1820 Gateway Dr., San Mateo, CA 94404; (800) 245-4525.

Fiendish Freddy's Big Top o' Fun

MINDSCAPE

Versions: Amiga ($49.95), Atari ST ($49.95), IBM PC ($44.95)

Superb graphics and a sense of humor highlight *Fiendish Freddy's Big Top o' Fun* , which manages to capture an almost Disneyesque flavor of the circus on the computer screen. It's applied to a classic circus plot line: a small, struggling circus must pay off a $10,000 debt or be closed down. The Big Bad Banker has sent Fiendish Freddy to make certain of default.

RATINGS:	
Sound/Music	7
Graphics	9
Playability	6
Overall	8

But the circus can be saved if any of up to five players can successfully complete six dangerous and death-defying events under the Big Top. These events are high diving, juggling, trapeze, knife throwing, tightrope walking and the human cannonball.

The game mechanics are pretty straightforward and appropriate, and fortunately, there is a practice mode for each, which is definitely needed. Though some events, such as the tightrope walk, are relatively easy, others, such as the high dive,

MARCH SPECIAL
FREE MEMBERSHIP WITH ORDER OVER $80.

WE NOW SHIP ALL IN STOCK ORDERS OVERNIGHT FEDERAL EXPRESS WITHIN 48 HOURS!

TO ORDER NINTENDO, SEGA, TURBO GRAPHIX, GENESIS OR ATARI GAMES OR ACCESSORIES IN THIS MAGAZINE OR BELOW DIAL 1-800-TOY-CLUB

If that's busy DIAL 1-203-388-6366 for faster service

JOIN **THE ULTIMATE GAME CLUB** & HAVE THE POWER TO ORDER ANY VIDEO GAME OR ACCESSORY WITH ONE PHONE CALL! **HURRY SUPPLIES ARE LIMITED!**

And as if our prices aren't already low enough, we'll match any advertised price! Just send us their ad & make sure *they*have it in stock!

Just ✓ the box of the stuff you want & mail this form in today for fast delivery with your check or money order. Remember MEMBERS ONLY GET THE CLUB PRICE. If you're not a member you must pay list price. **Call us to order any Nintendo, Sega or Atari game ever made or in the future.**

This months Special Every 100th order taken by our operators over $50. gets a free membership or if you send us over 10 games and use the money towards a purchase, you get a free membership.

NINTENDO GAMES AVAILABLE NOW

TITLE	WE BUY USED	WE SELL USED	WE SELL NEW
☐ 10 Yard Fight	5.00	17.99	29.99
☐ 1942	8.00	19.99	33.99
☐ 1943	10.00	22.99	35.99
☐ 720 Degrees	17.50	34.99	49.99
☐ 8 Eyes	17.50	34.99	49.99
☐ 3-D World Runner	6.00	22.99	34.99
☐ Adv. of Dino Riki	17.50	34.99	49.99
☐ Adv of Tom Sawyer	17.50	34.99	49.99
☐ Adventure Island	12.50	28.99	39.99
☐ Adventure of Link	12.50	34.99	42.99
☐ Adv. of Lolo	10.00	29.99	44.99
☐ Adv. of Bayou Billy	17.50	34.99	49.99
☐ Afterburner	15.00	34.99	54.99
☐ Air Fortress	17.50	34.99	49.99
☐ Airwolf	12.50	34.99	44.99
☐ Alien Syndrome	15.00	34.99	45.99
☐ All Pro Basketball	17.50	34.99	49.99
☐ Alpha Mission	8.00	24.99	34.99
☐ Amagon	12.00	29.99	39.99
☐ Anticipation	10.00	29.99	42.99
☐ Arkanoid w/o control	20.00	49.99	—
☐ Arkanoid w/control	30.00	59.99	—
☐ Athena	15.00	34.99	44.99
☐ Athletic World	10.00	34.99	44.99
☐ Baby Boomer	10.00	29.99	39.99
☐ Back to the Future	17.50	34.99	44.99
☐ Bad Dudes	17.50	34.99	49.99
☐ Balloon Fight	17.50	39.99	44.99
☐ Baseball	5.00	17.99	29.99
☐ Baseball Stars	17.50	36.99	49.99
☐ Bases Loaded	8.00	29.99	45.99
☐ Bashi Bazook	17.50	34.99	49.99
☐ Bionic Commando	12.50	32.99	42.99
☐ Blades of Steel	12.50	28.99	39.99
☐ Blaster Master	12.50	34.99	44.99
☐ Bomberman	12.50	29.99	39.99
☐ Breakthru	15.00	34.99	44.99
☐ Bubble Bobble	12.50	26.99	37.99
☐ Bugs Bunny's Crazy Cast.	17.50	34.99	49.99
☐ Bump N Jump	12.50	24.99	34.99
☐ Burgertime	10.00	19.99	29.99
☐ California Games	12.50	29.99	42.99
☐ Captain Comic	12.50	34.99	44.99
☐ Casino Kid	17.50	34.99	44.99
☐ Castlevania	15.00	34.99	44.99
☐ Castlequest	17.50	34.99	49.99
☐ Challenge Pebble Beach	8.00	28.99	39.99
☐ Chessmaster	17.50	34.99	49.99
☐ Chubby Cherub	25.00	49.99	49.99
☐ City Connection	12.50	24.95	34.95
☐ Clash at Demonhead	17.50	34.99	49.99
☐ Clu Clu Land	20.00	34.99	44.99
☐ Cobra Command	10.00	34.99	44.99
☐ Cobra Triangle	17.50	34.99	49.99
☐ Commando	5.00	19.99	29.99
☐ Contra	5.00	24.99	39.99
☐ Dance Aerobics	5.00	22.99	39.99
☐ Deadly Towers	5.00	24.99	39.99
☐ Defenders II	10.00	26.99	35.99
☐ Defender of the Crown	17.50	34.99	49.99
☐ Dessert Commander	17.50	34.99	49.99
☐ Donkey Kong	10.00	22.99	34.99
☐ Donkey Kong Classics	12.50	26.99	39.99
☐ Donkey Kong 3	12.50	29.99	39.99
☐ Donkey Kong Jr.	10.00	22.99	34.99
☐ Donkey Kong Jr. Math	17.50	39.99	44.99
☐ Double Dragon 2	25.00	49.99	59.99
☐ Dragon Warrior	17.50	34.99	49.99
☐ Double Dragon	15.00	35.99	44.99
☐ Double Dribble	10.00	24.99	38.99
☐ Dragon Power	10.00	24.99	38.99
☐ Dr. Chaos	15.00	29.99	42.99
☐ Dr. Jekyll & Mr. Hyde	10.00	29.99	42.99
☐ Duck Tales	17.50	34.99	49.99
☐ Elevator Action	20.00	44.99	49.99
☐ Excite Bike	5.00	19.99	29.99
☐ Faxanadu	17.50	34.99	49.99
☐ Fester's Quest	17.50	34.99	49.99
☐ Fighting Golf	10.00	29.99	39.99
☐ Fist of the North Star	15.00	34.99	44.99
☐ Freedom Force	8.00	24.99	37.99
☐ Friday the 13th	4.00	29.99	44.99
☐ Galaga	10.00	26.99	38.99
☐ Gauntlet	8.00	29.99	45.99
☐ Ghengis Kahn	25.00	49.99	69.99
☐ Ghostbusters	15.00	37.99	47.99
☐ Ghost N Goblins	5.00	22.99	36.99
☐ Goal	17.50	34.99	49.99
☐ Golf	5.00	19.99	29.99
☐ Golgo 13	10.00	32.99	44.99
☐ Goonies II	10.00	28.99	38.99
☐ Gotcha	5.00	22.99	39.99
☐ Gradius	8.00	19.99	29.99
☐ Gum Shoe	12.50	24.99	29.99
☐ Guardian Legend	15.00	34.99	49.99
☐ Guerilla War	15.00	34.99	49.99
☐ Gun Smoke	8.00	22.99	35.99
☐ Gyruss	12.00	26.99	36.99
☐ Hogans Alley	4.00	19.99	29.99
☐ Hollywood Squares	15.00	34.99	49.99
☐ Hoops	15.00	34.99	49.99
☐ Hydlide	12.50	34.99	49.99
☐ Ice Climber	17.50	39.99	44.99
☐ Ice Hockey	5.00	22.99	36.99
☐ Ikari Warriors	6.00	22.99	37.99
☐ Ikari Warriors II	6.00	22.99	39.99
☐ Ind. Jones Temple Doom	10.00	34.99	44.99
☐ Iron Sword	25.00	49.99	59.99
☐ Irontank	10.00	27.99	39.99
☐ Jackel	8.00	27.99	38.99
☐ Jaws	5.00	24.99	38.99
☐ Jeopardy	12.50	28.99	38.99
☐ John Elways Quarterback	8.00	35.99	44.99
☐ Jordan vs Bird 1 on 1	17.50	34.99	49.99
☐ Joust	8.00	22.99	32.99
☐ Karate Champ	4.00	19.99	29.99
☐ Karate Kid	4.00	19.99	39.99
☐ Kamov	9.00	28.99	38.99
☐ Kid Icards	20.00	40.99	44.99
☐ Kid Niki	17.50	39.99	44.99
☐ Kung Fu	4.00	19.99	29.99
☐ Kung Fu Heros	10.00	34.99	44.99
☐ Legacy of the Wizard	12.50	34.99	44.99
☐ Legend of Zelda	11.00	28.99	38.99
☐ Legendary Wings	5.00	22.99	36.99
☐ Life Force	5.00	22.99	37.99
☐ Lode Runner	20.00	45.99	49.99
☐ Legend of Kage	6.00	24.99	34.99
☐ Lunar Pool	20.00	45.99	49.99
☐ Mach Rider	6.00	19.99	29.99
☐ Magmax	8.00	29.99	39.99
☐ Major League Baseball	5.00	24.99	39.99
☐ Mappyland	10.00	34.99	44.99
☐ Marble Madness	10.00	32.99	42.99
☐ Mario Bros.	20.00	44.99	49.99
☐ Marvel's X Men	17.50	34.99	49.99
☐ Megaman	20.00	44.99	49.99
☐ Megaman II	20.00	39.99	49.99
☐ Metal Gear	10.00	29.99	39.99
☐ Metroid	10.00	22.99	34.99
☐ Mickey Mousecapade	8.00	22.99	39.99
☐ Mighty Bomb Jack	20.00	44.99	49.99
☐ Mike Tyson's Punchout	12.50	34.99	44.99
☐ Millipede	10.00	24.99	39.99
☐ Milon's Secret Castle	10.00	32.99	42.99
☐ Monster Party	17.50	34.99	49.99
☐ Muscle	15.00	29.99	39.99
☐ Mystery Quest	10.00	32.99	42.99
☐ Night of the Ninja	10.00	29.99	39.99
☐ Ninja Gaiden	15.00	34.99	44.99
☐ Ninja Kid	15.00	34.99	39.99
☐ NFL Football	17.50	34.99	49.99
☐ Nobunaga's Ambition	20.00	39.99	59.99
☐ Operation Wolf	15.00	34.99	42.99
☐ Othello	6.00	19.99	29.99
☐ Pacman	8.00	22.99	37.99
☐ Paperboy	15.00	32.99	42.99
☐ Pebble Beach	8.00	29.99	39.99
☐ Pinball	8.00	19.99	29.99
☐ Platoon	10.00	34.99	44.99
☐ Popeye	20.00	44.99	49.99
☐ P.O.W.	17.50	34.99	49.99
☐ Predator	15.00	34.99	44.99
☐ Pro Wrestling	12.50	29.99	44.99
☐ Q Bert	8.00	27.99	35.99
☐ Racket Attack	12.50	29.99	44.99
☐ Rad Racer	10.00	25.99	34.99
☐ Raid on Bungling Bay	8.00	22.99	32.99
☐ Rambo	4.00	19.99	39.99
☐ Rampage	15.00	32.99	42.99
☐ RBI Baseball	8.00	29.99	42.99
☐ RC Pro Am	6.00	19.99	36.99
☐ Renegade	10.00	24.99	36.99
☐ Ring King	15.00	36.99	44.99
☐ Road Runner	15.00	34.99	45.99
☐ Rolling Thunder	15.00	34.99	45.99
☐ Roto Warrior	15.00	29.99	39.99
☐ Romance of the 3 Kingdoms	25.00	49.99	69.99
☐ Rush N Attack	10.00	22.99	32.99
☐ Rygar	5.00	19.99	36.99
☐ Section Z	5.00	24.99	34.99
☐ Seicross	12.50	29.99	39.99
☐ Sesame Street ABC	8.00	24.99	34.99
☐ Sesame Street 123	8.00	24.99	34.99
☐ Shinobi	15.00	34.99	49.99
☐ Shooting Range	5.00	29.99	39.99
☐ Side Pocket	25.00	49.99	59.99
☐ Simon's Quest	6.00	34.99	42.99
☐ Skate or Die	10.00	26.99	38.99
☐ Skykid	22.50	49.99	49.99
☐ Sky Shark	17.50	34.99	49.99
☐ Slalom	15.00	32.99	42.99
☐ Soccer	20.00	44.99	44.99
☐ Solomon's Key	20.00	44.99	49.99
☐ Spelunker	15.00	39.99	42.99
☐ Spychunter	5.00	24.99	36.99
☐ Spy Vs. Spy I	8.00	24.99	39.99
☐ Sqoon	25.00	49.99	54.99
☐ Stadium Events	8.00	24.99	32.99
☐ Star Force	10.00	22.99	36.99
☐ Star Soldier	12.50	27.99	37.99
☐ Star Voyager	5.00	19.99	37.99
☐ Stinger	15.00	32.99	42.99
☐ Street Cop (power pad)	10.00	29.99	39.99
☐ Strider	17.50	34.99	49.99
☐ Superman	15.00	32.99	42.99
☐ Super Dodge Ball	17.50	34.99	49.99
☐ Super Sprint	10.00	34.99	49.99
☐ Super Mario Bros. 2	20.00	39.99	44.99
☐ Super Pitfall	15.00	29.99	39.99
☐ Super Team Games	8.00	27.99	37.99
☐ Taboo	10.00	34.99	44.99
☐ Tag Team Wrestling	15.00	32.99	42.99
☐ Tecmo Baseball	15.00	34.99	44.99
☐ Tecmo Bowl	15.00	34.99	44.99
☐ Teenage Mut. Ninja Turt.	20.00	39.99	49.99
☐ Tennis	6.00	19.99	29.99
☐ Tetris by Tengen	20.00	49.99	54.99
☐ Tetris by Nintendo	15.00	34.99	44.99
☐ Tiger Heli	5.00	22.99	37.99
☐ Thundercade	12.50	34.99	49.99
☐ Top Gun	4.00	19.99	39.99
☐ T & C Surf Design	5.00	19.99	37.99
☐ Track & Field I	8.00	22.99	29.99
☐ Track & Field II	10.00	29.99	42.99
☐ Trojan	8.00	22.99	32.99
☐ Ultima	25.00	49.99	59.99
☐ Urban Champion	6.00	19.99	29.99
☐ Vindicators	15.00	34.99	45.99
☐ Volleyball	20.00	44.99	44.99
☐ Water Ski	10.00	29.99	39.99
☐ Who Framed Roger Rabbit	17.50	34.99	49.99
☐ Wheel of Fortune	15.00	34.99	42.99
☐ Wild Gunman	10.00	24.99	39.99
☐ Win, Lose or Draw	15.00	34.99	49.99
☐ Winter Games	10.00	22.99	36.99
☐ Wizards and Warriors	12.50	26.99	39.99
☐ World Class Track Meet	12.50	24.99	36.99
☐ World Games	12.50	32.99	42.99
☐ Wrecking Crew	20.00	44.99	49.99
☐ Wrestlemania	15.00	34.99	44.99
☐ Xenophobe	10.00	29.99	44.99
☐ Xevious	10.00	28.99	37.99
☐ Xybots	15.00	34.99	45.99
☐ Zanac	15.00	34.99	46.99

We Buy & New & Used Video Games. As a member you are entitled to the following:

1. We sell new and used video games at the **lowest prices** possible!
2. **We buy** your **used video games** at the highest price possible!
3. We provide prompt efficient service with a **100% satisfaction guarantee!**
4. We test & clean all used games for **maximum efficiency!**
5. We provide the **largest stock** of any other mail order firm!
6. If we do not have the game you want in stock, we'll reserve it for you & ship it to you as soon as we get it. **We' ll even reserve new titles before they're available!**
7. For every 10 friends you get to join the club **we'll give you a video game of your choice Free! That's right FREE!.** Membership & quantities are limited. All games 1st come first serve.
8. We offer **Special Discount Prices** on practically everything **PLUS** monthly specials, contests & prizes on top of that!
9. We have a toll free hotline for all new memberships & orders **1-800-TOY CLUB** (1-800-869-2582) 9 AM -9PM EST! For people in CT or Canada and any questions you may have dial **1-203-388-6366!**
10. **We accept MC, Visa, check or money order!**
11. **We'll also give you a free Club Membership Packet & subscription** to our quarterly **Newsletter, Hot New Catalog** plus details on up & coming games, secret tips, & strategies.
12. You get all this for the low cost of $10! So Hurry! **Membership is limited!** Membership in Alaska/Hawaii $12.50, Canada $15, All other countries $20. Call for postage & handling charges.

If you don't see it on this list, you'll see it in our full color catalog when you join!

☐ NES Gameboy		109.99	99.99
☐ Gameboy Carrying Case		14.99	12.99
☐ Gameboy Rechargeable Battery Pack		34.99	32.99

• Gameboy Game Cartridges Call for Price/Availability.

Alleyway • Amazing Spiderman • Baseball • Baseball Kid Beetlejuice • Castle Vania the Adventure • Ghostbusters 2 • Golf • F-1 • Freddy's Nightmare • Hyper Lode Runner • Karateka • Lock-N-Chase • Motocross Maniacs • NFL Football • Pachinko • Pinball Special • Revenge of the Gator-Super Pinball • Shanghai • Saga • Tennis • Super Mario Land • Deathball • Battleship • Puzzleboy • Mr. Asmik World • Boxle

Call for Other Cartridges Not Listed

• NEW NINTENDO GAMES

Call For Prices

Black Bass • Cybernoid • Heavy Barrel • Jack Nicklaus Greatest 18 Hole Champ Golf • Kings of the Beach • Magic J's Fast Break • Phantom Fighter • Jeopardy Jr. • King's Knight • Street Fighter II • The Three Stooges • Stealth Eagle • Wheel of Fortune Jr. • Twin Eagle • World Champ Wrestling • NES Play Action Football • Short Order/Eggsplode • Robocop • A Boy and His Blob • Arcon • Bases Loaded II • Batman • The Battle of Olympics • Dig Dug II • Ghengis Kahn • Infiltrator • Puss 'N Boots • Rescue-The Embassy Mission • River City Ransom • Roadblasters • Rock 'N Roll • 720 • Shadowgate • Super Off-Road • 10th Frame • Top Players Tennis • Twin Cobra • Willow • Conflict • Cresta • Kid Kool • Raid 2020 • Crystal Mines • P'radikus • Escape from Atlantis • Code Blue • Dragon Tale • Police Academy • Silkworm • Rollerball • Magic of Scheherazade • Demon Sword • Super Off Road • Rescue Rangers • Adventures in the Magic Kingdom

SEGA GENESIS 16 BIT ENTERTAINMENT SYSTEM

TITLE	WE BUY USED	WE SELL USED	WE SELL NEW
☐ Genesis System	115.00	159.99	189.99
☐ Genesis Power Base Converter (allows you to play regular Sega games or Genesis)	NO	NO	39.99
☐ Genesis Control Pad	NO	NO	19.99
☐ Genesis Headphone Set	NO	NO	14.99
Genesis Game Cartridges			
☐ Forgotten World	25.00	49.99	55.99
☐ Ghouls N' Ghosts	25.00	49.99	55.99
☐ Golden Axe	27.50	54.99	64.99
☐ Golf	20.00	46.99	51.99
☐ Last Battle	20.00	45.99	49.99
☐ Mystic Defender	25.00	49.99	59.99
☐ Rambo III	20.00	45.99	49.99
☐ Revenge of the Shinobi	27.50	54.99	64.99
☐ Soccer	15.00	35.99	39.99
☐ Space Harrier II	20.00	45.99	49.99
☐ Super Hang On	20.00	45.99	49.99
☐ Super Thunder Blade	20.00	45.99	49.99
☐ Thunder Fore II	25.00	49.99	55.99
☐ Tommy Lasorda Baseball	25.00	54.99	59.99
☐ Truxton	25.00	49.99	59.99
☐ Zoom	15.00	39.99	49.99

NEW GENESIS GAMES CALL FOR PRICES

Telegenesis Phantasy Star 2 Basketball
Telegenesis Baseball Alex Kid F-16 Fighting Falcon

SEGA GAMES

TITLE	WE BUY USED	WE SELL USED	WE SELL NEW
☐ Action Fighter	4.00	19.99	32.99
☐ After Burner	7.50	29.99	49.99
☐ Alt	5.00	24.99	34.99
☐ Altered Beast	7.50	34.99	49.99
☐ Alex Kid Hi Tech World	5.00	24.99	34.99
☐ Alex Kid In Mir. World	5.00	24.99	32.99
☐ Alex Kid Lost Stars	5.00	24.99	37.99
☐ Alien Syndrome	5.00	24.99	37.99
☐ Astro Warrier	4.00	19.99	32.99
☐ Aztec Adventure	5.00	22.99	32.99
☐ Basketball Nightmare	7.00	26.99	39.99
☐ Black Belt	4.00	19.99	32.99
☐ Blade Eagle 3D	5.00	24.99	39.99
☐ Bomber Raid	5.00	24.99	42.99
☐ California Games	5.00	24.99	39.99
☐ Captain Silver	7.00	24.99	35.99
☐ Cloud Master	10.00	32.99	45.99
☐ Carmen San Diego	5.00	24.99	37.99
☐ Casino Games	5.00	19.99	39.99
☐ Choplifter	4.00	24.99	32.99
☐ Cyborg Hunter	5.00	24.99	37.99
☐ Cube Zone	5.00	24.99	44.99
☐ Dark Lord	5.00	24.99	44.99
☐ Dead Angle	10.00	32.99	45.99
☐ Dynamite Dux	10.00	32.99	45.99
☐ Double Dragon	6.00	29.99	44.99
☐ Enduro Racer	4.00	19.99	34.99
☐ F-16 Fighter Falcon	3.50	18.99	27.99
☐ Fantasy Zone	4.00	19.99	32.99
☐ Fantasy Zone II	5.00	24.99	37.99
☐ Fantasy Zone 3 The Maze	5.00	22.99	32.99
☐ Galaxy Force	7.50	29.99	49.99
☐ Gangster Town	4.00	19.99	32.99
☐ Ghost Busters	4.00	19.99	32.99
☐ Ghost House	4.00	19.99	27.99
☐ Global Defense	4.00	19.99	32.99
☐ Golden Axe	10.00	32.99	45.99
☐ Golvellius	5.00	24.99	39.99
☐ Great Baseball	5.00	19.99	32.99
☐ Great Basketball	4.00	19.99	32.99
☐ Great Football	4.00	19.99	32.99
☐ Great Golf	5.00	24.99	32.99
☐ Great Ice Hockey	4.00	19.99	32.99
☐ Great Soccer	4.00	19.99	32.99
☐ Great Volleyball	4.00	19.99	32.99
☐ Hangon/Safari Hunt	We	Don't	Buy
☐ Kenseiden	5.00	24.99	39.99
☐ King's Quest	5.00	24.99	37.99
☐ Kung Fu Kid	4.00	19.99	32.99
☐ Lord Of The Sword	5.00	24.99	39.99
☐ Marksman/Trap Shoot	3.00	17.99	32.99
☐ Maze Hunter 3D	5.00	24.99	29.99
☐ Maze Hunter 3D II	5.00	24.99	29.99
☐ Miracle Warriors (Battery)	7.50	29.99	49.99
☐ Missile Defense 3D	5.00	24.99	39.99
☐ Monopoly (Battery)	7.50	34.99	49.99
☐ Montezuma's Revenge	5.00	24.99	37.99
☐ My Hero	3.50	18.99	27.99
☐ Out Run	5.00	24.99	37.99
☐ Out Run 3D	5.00	24.99	39.99
☐ Parlour Games	5.00	24.99	34.99
☐ Penguin Land (Battery)	5.00	24.99	34.99
☐ Phantasy Star (Battery)	20.00	49.99	69.99
☐ Poseidon Wars 3D	5.00	24.99	39.99
☐ Power Strike	4.00	19.99	29.99
☐ Prowrestling	4.00	19.99	32.99
☐ Quartet	4.00	19.99	32.99
☐ Rambo	4.00	19.99	32.99
☐ Rambo II	4.00	19.99	32.99
☐ Rambo III	5.00	24.99	44.99
☐ Rampage	5.00	24.99	42.99
☐ Rastan	7.50	28.99	44.99
☐ Reggie Jackson Baseball	7.50	29.99	44.99
☐ Rescue Mission	4.00	19.99	34.99
☐ Rocky	5.00	24.99	37.99
☐ R-Type	5.00	24.99	49.99
☐ Safari Hunt/Hangon	We	Don't	Buy
☐ Shanghai	5.00	24.99	34.99
☐ Shinobi	5.00	24.99	44.99
☐ Shooting Gallery	4.00	19.99	32.99
☐ Space Harrier	5.00	24.99	37.99
☐ Space Harrier 3D	5.00	24.99	39.99
☐ Sportspad Football	4.00	19.99	32.99
☐ Spy Vs Spy	4.00	19.99	29.99
☐ Super Basketball	5.00	24.99	38.99
☐ Super Tennis	3.50	18.99	27.99
☐ Scramble Spirit	10.00	32.99	45.99
☐ Super Golf	12.50	39.99	59.99
☐ Tennis Ace	10.00	32.99	45.99
☐ Teddy Boy	3.50	18.99	27.99
☐ The Ninja	5.00	24.99	32.99
☐ Thunder Blade	5.00	24.99	39.99
☐ Time Soldiers	6.00	32.99	44.99
☐ Transbot	3.50	18.99	27.99
☐ Ultima IV	15.00	42.99	62.99
☐ Vigilante	6.00	32.99	44.99
☐ Walter Payton Football	6.00	32.99	44.99
☐ Warrier Quest	6.00	34.99	49.99
☐ Won. Boy in Monsterland	5.00	24.99	37.99
☐ World Grand Prix	4.00	19.99	32.99
☐ Wanted	7.00	24.99	35.99
☐ Won. Boy 3	10.00	32.99	45.99
☐ World Games	7.00	26.99	39.99
☐ Y's (Battery)	7.50	39.99	59.99
☐ Zaxxon	5.00	24.99	39.99
☐ Zillion	5.00	24.99	32.99
☐ Zillion/Tri Formation	5.00	24.99	32.99

ATARI LYNX PORTABLE ENTERTAINMENT SYSTEM

(Call For Prices)

Blue Lightning • Rampage • Gates of Zendocan • Electrocop • Impossible Mission • Monster Demolition • Time Quest • Treasure Chest

TURBOGRAFX 16 (Call For Prices)

Turbo Stick • Turbo Tap • Turbo Pad • CD—Rom • Turbo Booster • Legendary Axe • Victory Run • Vigilante • R—Type • Dragon Spirit • Galaga 90 • Twin Cobra • The Ninja Warriors • Side Arms • Honey in The Sky • Son Son 2 • Deep Blue • PowerGolf • Final Lap Twin • Pac Land • Alien Crush • Dungeon Explorer • China Warrior • Blazing Lazers • Fantasy Zone • World Class Baseball • Fighting Street • Moto Roader • Y's • Monster Lair • Side Arms • Military Madness • World Court Tennis • JJ & Jeff • Darius • Dragon's Lair

Call us to see which Games & Accessories you can order for a free membership

Postage and Handling for 1 game in U.S. is $3.50 for 5 - 10 day delivery, $6.00 for 2nd day, $7.50 for overnight, & $10.00 for priority overnight. Add 50¢ for every other game you order. Add $5.00 if you live in Alaska/Hawaii. Multiply U.S. rates by 3 for Canada and 4 for out of the country. We do not accept C.O.D. orders. Personal checks are held 2 weeks to clear. All orders in stock shipped within 48 hours. Call for postage rates on orders for accessories & large orders. Discounts available on large orders. We do not accept Atari games without instructions. For Nintendo and Sega Games we deduct $2.00 for missing instructions, $1.00 for missing box or slip case. $2.50 for missing controller or 3D glasses & $3.50 if we return a game back to you. All CT orders must pay 8% sales tax.

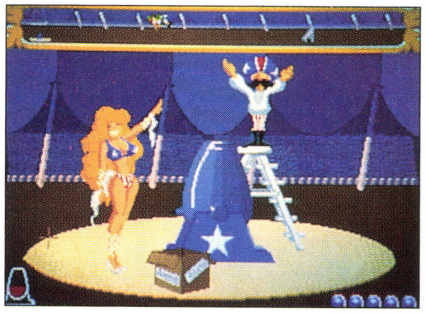
No refunds, credits or exchanges. All new defective merchandise is warranteed by manufactuer only. All used games guaranteed for 30 days from ship date. All used and defective games can only be exchanged for same game. We make no guarantees for product perfomance. Once your order is placed it cannot be changed without authorization. Toll free lines are for orders only. Any other inquiries must call 1-203-388-6366./ All games you wish to reserve must be paid in advance. You must be a member to buy and sell games at the club prices, or else you pay list price for all accessories and $5.00 more for any games. We also will pay you $2 less for games you sell us unless you are a member. Please allow 2 weeks upon receipt of used games you send us so we can process and test your games. Then we will send you a check or games you've ordered from us within 30 days. c 1989 Ultimate Game Club. Atari, Sega, Sega Genesis, Turbografx and Nintendo are registered trademarks and are not related to us nor are we endorsed by them. Prices are subject to change without notice. We are not responsible for typographical errors. **NOTE:** *Some of the items in this ad may not be in stock when you read this ad.*

USG 1491 Boston Post Rd., Old Saybrook, CT 06475

CIRCLE #137 ON READER SERVICE CARD.

are too complicated to master readily.

The onslaught of Freddy's fiendish tricks is really an incentive to keep things moving, because, at least in practice and through the initial stages of game play, he doesn't show up until the player has been too slow making a move. In the high dive, for instance, the diver is expected to switch to a pose at the sound of a bell. If he doesn't do it fast enough, along comes Freddy with a whirring fan to blow the diver off course.



Freddy introduces bombs in the juggling act, scissors to the trapeze act, smoke screens in the knife-throwing routine, a cannon in the high wire performance and a cork in the human cannonball event. A cork? If the player takes too long to place the safety target, Freddy corks the cannon—and guess who gets a real big bang out of it! And these are only first hazards you face!

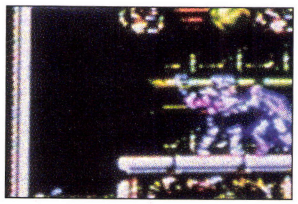


Once a player feels ready to perform and save the circus, he or she signs in and selects a beast token for identification. If there is more than one performer, they take turns at each event. After each cycle, judges score the players with money awards. If no individual player achieves $10,000 total or more, the circus is doomed; no cooperative effort is honored here.



Aside from that doubtful philosophy, which presumably promotes competition, there are some problems with the game. On a PC (or compatible) the extraordinary graphics slow down the play so that a game running at only 7.16 MHz jerks along like a walking chicken's head. This does not necessarily prove a boon for those elements of the game requiring quick reflexes, because polling the keyboard or joystick may or may not match the screen-update rate. Practice should help overcome some instinctual reactions in this area, however.

According to the manual, a joystick is optional. It is possible to play using the arrow keys for direction and the Insert key as fire button. (This is awkward on most keyboards; the space bar or Enter button is usually preferable for this purpose.) However, in the high-diving event, the pose routine (a vital element of the action) calls for diagonal positioning on the joystick, and no keyboard key or combination appears to substitute for this.



Scenes from Mindscape's *Fiendish Freddy's Big Top o' Fun*, above; SSI's *Red Lightning*, below.

The music background has a somewhat manic calliope sound to it, and it's loud. Tunes vary from event to event, but maintain a steady and eventually nerve-racking tempo. Luckily, the music can be toggled off and on. It would have been nice if the software supported a variation in volume as well, since some PCs and compatibles have no hardware volume controls for their internal sound generators. Sound effects can also be toggled off, but aside from one peculiar Klaxon sound intended to represent a bell in the high-diving event, the effects are pretty good.

Fiendish Freddy's Big Top o' Fun is a great looking game and a great playing game on most systems. Even the manual's writing style carries the flavor of the circus ringmaster's spiel.

—Ross Chamberlain

Mindscape, 3444 Dundee Road,
Northbrook, IL 60062; (708) 480-7667.

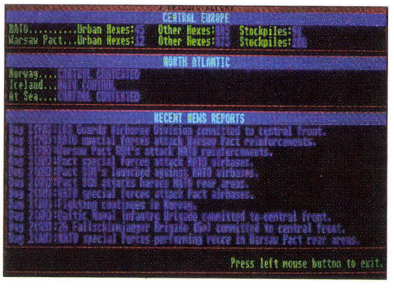
Red Lightning

STRATEGIC SIMULATIONS INCORPORATED
Versions: Amiga ($59.95), Atari ST ($59.95), IBM PC ($59.95)

RATINGS:	
Sound/Music	7
Graphics	6
Playability	5
Overall	6

Since the end of World War II, the prospect of U.S./Soviet conflict has occupied the minds of most people in the West. Interest in this topic spreads beyond the typical war-game players, as witnessed by the success of conflict novels in the genre of *Red Storm Rising*. Even the rise of *glasnost* and *perestroika* haven't quenched people's interest in this area.

Strategic Simulations' most recent addition to this captivating subject is billed as an "operational game of World War III." *Red Lightning* covers the ground and air combat NATO and Warsaw Pact forces will see if hostilities break out in the Central European region.

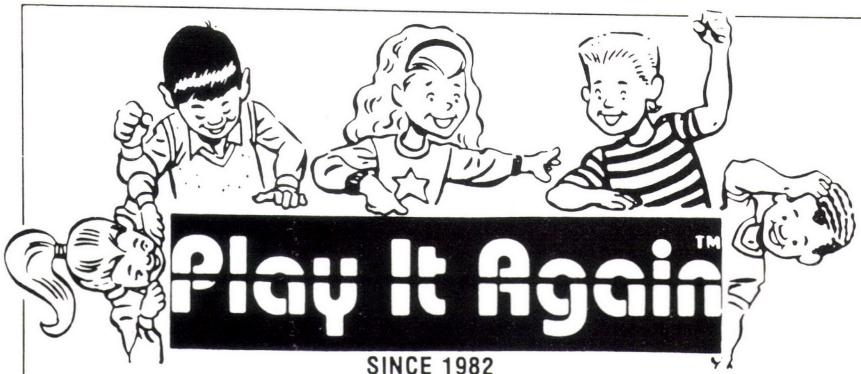




Units on the map range in size from brigades to corps. Statistics available include a unit's lethality and survivability, the deployment and readiness status of component brigades and even the number of individual ground vehicles, weapons and aircraft. Each game turn covers 12 hours of actual combat and runs a total of 20 to 60 turns, representing the first 10 or 30 days of conflict.

The game begins with the selection of a specific scenario to play. Three scenarios are included, representing different levels of

continued on page 102



SINCE 1982

AS SEEN ON CHANNEL 7 EYEWITNESS NEWS. AS HEARD ON 1010 WINS RADIO INFLATION FIGHTER. AS SEEN IN THE NEW YORK TIMES, BILLBOARD MAGAZINE, ELECTRONIC GAMES MAGAZINE AND AUGUST 1989 BOYS LIFE MAGAZINE

CALL 1-900-990-3000 FOR CURRENT BUY/SELL PRICE LIST

This Call Will Cost $2.00 And You Will Receive a $2.00 Discount Coupon If You Buy or $2.00 Bonus If You Sell!

NINTENDO FEVER . . . CATCH IT HERE !

At PLAY IT AGAIN, we have been buying and selling used Video Game Cartridges by mail order since 1982 (originally as Forest Hills Used Video Game Cartridges Inc.). We know that usually in 30 days or less you become too good at or bored with an individual game. You can sell us those Nintendo, Sega, and Atari 2600 cartridges you don't play anymore. We will send payment within 7 to 10 days of receipt of your cartridges. We offer a one-year limited warranty on all used Nintendo, and Sega cartridges. We also sell accessories for all three game systems. We will ship your order within 30 days (40 days if you order a **Bold Faced** title). If we are unable to completely fill your order we will refund your money and send you a 10%discount coupon good for 1 years on all the products we sell. If you love to play video games then you'll love us. For complete current price list-check list for over 500 titles, send (3) Three 25¢ stamps to: PLAY IT AGAIN, P.O. Box 6718, Dept. List, Flushing, NY 11365. For lifetime club membership which includes FREE PLAY IT AGAIN T-SHIRT, 12 bi-montly price lists, 5%discount on all purchases. We pay members 10%above the quoted prices when they sell cartridges, unadvertised specials for members only. Send $30.00 to: Dept. ESN, State T-shirt sizes S, M, L, XL.

You may order any Nintendo title **NEW** for $15.00 above the Used selling price. Mfg. warranty only.

	WE SELL USED	WE BUY
☐10 YARD FIGHT	$19.95	$3.00
☐1942	19.95	8.00
☐1943	22.95	10.00
☐ADVENTURE ISLAND	24.95	12.00
☐ADV. OF BAYOU BILLY	28.95	15.00
☐ADV. OF DINO RIKI	28.95	15.00
☐ADV. OF TOM SAWYER	28.95	15.00
☐ADVENTURES OF LINK	33.95	15.00
☐ADVENTURES OF LOLO	33.95	20.00
☐AIR FORTRESS	28.95	15.00
☐AIRWOLF	28.95	15.00
☐ALPHA MISSION	19.95	8.00
☐AMAGON	24.95	12.00
☐ANTICIPATION	24.95	12.00
☐ARKANOID W/CONTROLS	59.95	30.00
☐ATHENA	22.95	10.00
☐BABY BOOMER	24.95	10.00
☐BACK TO THE FUTURE	28.95	15.00
☐BAD DUDES	28.95	15.00
☐BALLOON FIGHT	19.95	8.00
☐BASEBALL STARS	28.95	15.00
☐BASES LOADED	28.95	15.00
☐BASEBALL	19.95	3.00
☐BIONIC COMMANDOS	24.95	12.00
☐BLADES OF STEEL	24.95	12.00
☐BLASTER MASTER	24.95	12.00
☐BOMBER MAN	28.95	15.00
☐BREAKTHRU	24.95	12.00
☐BUBBLE BOBBLE	24.95	12.00
☐BUGS BUNNY	28.95	15.00
☐BUMP N JUMP	24.95	10.00
☐BURGERTIME	19.95	8.00
☐CALIFORNIA GAMES	28.95	15.00
☐CAPTAIN COMIC	24.95	10.00
☐CASTLEQUEST	28.95	15.00
☐CASTLEVANIA	29.95	15.00
☐CHUBBY CHERUB	24.95	10.00
☐CITY CONNECTION	24.95	12.00
☐CLU CLU LAND	19.95	8.00
☐COBRA COMMAND	28.95	15.00
☐COBRA TRIANGLE	28.95	15.00
☐COMMANDO	19.95	5.00
☐COMIC CAPER	24.95	10.00
☐CONTRA	24.95	12.00
☐CRYSTAL MINES	24.95	10.00
☐CYCLE SHOOTING	28.95	15.00
☐DEADLY TOWERS	28.95	8.00
☐DEFENDER OF THE CROWN	33.95	20.00
☐DEFENDER II	28.95	15.00
☐DESERT COMMANDO	28.95	15.00
☐DR. JEKYLL & MR HYDE	28.95	15.00
☐DR. CHAOS	28.95	15.00
☐DONKEY KONG	24.95	10.00
☐DONKEY KONG CLASSICS	24.95	10.00
☐DONKEY KONG 3	24.95	10.00
☐DONKEY KONG JR.	24.95	10.00
☐DONKEY KONG JR. MATH	24.95	10.00
☐DOUBLE DRAGON	33.95	20.00
☐DOUBLE DRIBBLE	24.95	12.00
☐DRAGON POWER	24.95	12.00
☐DRAGON WARRIOR	33.95	20.00
☐DUCKTALES	28.95	15.00
☐ELEVATOR ACTION	19.95	8.00
☐ELWAY'S QUARTERBACK	28.95	15.00
☐EXCITE BIKE	19.95	3.00
☐FAXANADU	28.95	15.00
☐FIGHTING GOLF	28.95	15.00
☐FIST OF NORTH STAR	28.95	15.00
☐FLYING DRAGON I	28.95	15.00
☐FREEDOM FORCE	24.95	12.00
☐FRIDAY THE 13TH	28.95	15.00
☐GALAGA	24.95	12.00
☐GAUNTLET	24.95	10.00
☐GHOSTBUSTERS	28.95	15.00
☐GHOSTS 'N GOBLINS	19.95	8.00
☐GODZILLA	28.95	15.00
☐GOLF	19.95	5.00
☐GOLGO 13	24.95	12.00
☐GOONIES II	22.95	10.00
☐GOTCHA	19.95	5.00
☐GRADIUS	19.95	8.00
☐GUARDIAN LEGEND	28.95	15.00
☐GUERILLA WARS	28.95	15.00
☐GUMSHOE	19.95	8.00
☐GUNSMOKE	24.95	12.00
☐GYRUSS	24.95	12.00
☐HOOPS	28.95	15.00
☐HYDLIDE	28.95	15.00
☐ICE CLIMBER	19.95	8.00
☐ICE HOCKEY	19.95	5.00
☐IKARI WARRIORS	24.95	8.00
☐IKARI WARRIORS II	24.95	8.00
☐IMPOSSIBLE MISSION 2	28.95	15.00
☐INDIANA JONES	28.95	15.00
☐IRON TANK	24.95	12.00
☐JACKAL	24.95	8.00
☐JAWS	22.95	10.00
☐JEOPARDY	28.95	15.00
☐JEOPARDY JR.	33.95	20.00
☐JORDAN VS. BIRD	33.95	20.00
☐JOUST	22.95	10.00
☐KARATE CHAMP	19.95	5.00
☐KARATE KID	24.95	8.00
☐KARNOV	24.95	12.00
☐KID ICARUS	28.95	15.00
☐KID NIKI	22.95	10.00
☐KUNG FU	19.95	3.00
☐KUNG FU HEROES	28.95	15.00
☐LEGACY OF WIZARD	24.95	12.00
☐LEGEND OF KAGE	19.95	8.00
☐LEGEND OF ZELDA	22.95	10.00
☐LEGENDARY WINGS	24.95	12.00
☐LIFE FORCE	24.95	12.00
☐LODE RUNNER	19.95	8.00
☐LUNAR POOL	19.95	8.00
☐MACH RIDER	19.95	5.00
☐MAGMAX	28.95	15.00
☐MAJOR LEAGUE BASEBALL	24.95	8.00
☐MAPPY-LAND	28.95	15.00
☐MARBLE MADNESS	28.95	15.00
☐MARIO BROS.	29.95	15.00
☐MARVEL'S XMEN	28.95	15.00
☐MEGAMAN	29.95	15.00
☐MEGAMAN 2	28.95	15.00
☐METAL GEAR	24.95	8.00
☐METROID	24.95	10.00
☐MICKEY MOUSECAPADE	24.95	12.00
☐MIGHTY BOMB JACK	19.95	8.00
☐MILLIPEDE	24.95	12.00
☐MILON'S SECRET CASTLE	28.95	15.00
☐MONSTER PARTY	28.95	15.00
☐MUSCLE	19.95	8.00
☐MYSTERY QUEST	28.95	15.00
☐NAT'L FOOTBALL LEAGUE	28.95	15.00
☐• NINTENDO GAME SYSTEM	64.95	45.00
☐NINJA GAIDEN	33.95	20.00
☐NINJA KID	19.95	8.00
☐NOBUNGAS AMBITION	33.95	20.00
☐OTHELLO	24.95	8.00
☐OPERATION WOLF	28.95	15.00
☐PACMAN	24.95	8.00
☐PAPERBOY	28.95	15.00
☐PEBBLE BEACH	22.95	10.00
☐P'RADIKUS	28.95	15.00
☐PINBALL	19.95	8.00
☐PLATOON	28.95	15.00
☐POPEYE	29.95	15.00
☐PREDATOR	28.95	15.00
☐PRISONER OF WAR	28.95	15.00
☐PRO-AM RACING	19.95	5.00
☐PRO WRESTLING	19.95	8.00
☐PUNCH OUT	24.95	8.00
☐QBERT	22.95	8.00
☐RBI BASEBALL	24.95	8.00
☐RACKET ATTACK	28.95	15.00
☐RAD RACER (3-D)	24.95	12.00
☐RAID 2020	24.95	10.00
☐RAID ON BUNGLING BAY	19.95	8.00
☐RAMBO	19.95	5.00
☐RAMPAGE	28.95	15.00
☐RENEGADE	28.95	15.00
☐RING KING	24.95	8.00
☐ROBO WARRIOR	28.95	15.00
☐ROGER RABBIT	33.95	20.00
☐ROLLING THUNDER	28.95	15.00
☐RUSH 'N ATTACK	28.95	15.00
☐RYGAR	19.95	5.00
☐SECTION Z	19.95	5.00
☐SEICROSS	28.95	15.00
☐SESAME ST. ABC	22.95	10.00
☐SESAME ST. 123	22.95	10.00
☐SIDE POCKET	29.95	15.00
☐SIMON'S QUEST	24.95	12.00
☐SKATE OR DIE	28.95	15.00
☐SKYKID	19.95	8.00
☐SLALOM	19.95	8.00
☐SOCCER	19.95	8.00
☐SOLOMONS KEY	29.95	15.00
☐SPELUNKER	19.95	8.00
☐SPY HUNTER	19.95	8.00
☐SPY VS. SPY 1	24.95	12.00
☐SQOON	19.95	8.00
☐STAR FORCE	22.95	10.00
☐STAR SOLDIER	28.95	15.00
☐STAR VOYAGER	19.95	5.00
☐STINGER	22.95	10.00
☐STRIDER	28.95	15.00
☐SUPER DODGE BALL	28.95	15.00
☐SUPER SPRINT	28.95	15.00
☐SUPER MARIO BROS.	16.95	3.00
☐SUPER MARIO BROS. 2	33.95	20.00
☐SUPERMAN	28.95	15.00
☐SUPER PITFALL	29.95	15.00
☐T&C SURF DESIGN	19.95	5.00
☐TABOO	28.95	15.00
☐TAG TEAM WRESTLING	24.95	10.00
☐TECMO BASEBALL	28.95	15.00
☐TECMO BOWL	28.95	15.00
☐TEENAGE MUTANT NINJA	39.95	25.00
☐TENNIS	19.95	5.00
☐TETRIS	28.95	15.00
☐THUNDERCADE	28.95	15.00
☐TIGER-HELI	22.95	10.00
☐TOP GUN	19.95	5.00
☐TRACK AND FIELD	19.95	8.00
☐TRACK AND FIELD II	28.95	15.00
☐TROJAN	19.95	8.00
☐ULTIMA	33.95	20.00
☐URBAN CHAMPION	19.95	5.00
☐VOLLEYBALL	19.95	8.00
☐WHEEL OF FORTUNE	33.95	15.00
☐WILD GUNMAN	19.95	5.00
☐WINTER GAMES	22.95	10.00
☐WIZARDS & WARRIORS	24.95	12.00
☐WORLD GAMES	24.95	12.00
☐WORLD RUNNER (3-D)	19.95	5.00
☐WRECKING CREW	19.95	8.00
☐WRESTLEMANIA	33.95	15.00
☐XENOPHOBE	24.95	10.00
☐XEVIOUS	24.95	10.00
☐ZANAC	19.95	8.00

PLEASE LIST ALTERNATES

• MUST INCLUDE (2) CONTROLLERS, POWER SUPPLY AND INSTRUCTION BOOKLET. SUPER MARIO BROS. CARTRIDGE SUBTRACT $5.00 WITHOUT CARTRIDGE.

NINTENDO® COMING SOON

PLEASE LIST ALTERNATES

	WE SELL USED	WE BUY
☐AIGINA'S PROPHECY	28.95	15.00
☐BAD STREET BRAWLER	28.95	15.00
☐BATTLEFIELD NAPOLEON	28.95	15.00
☐BLACK TIGER	28.95	15.00
☐CARACRESTA	28.95	15.00
☐DRAGON NINJA	28.95	15.00
☐EMPIRE CITY	28.95	15.00
☐GRAND PRIX	28.95	15.00
☐HEAVY BARREL	28.95	15.00
☐HECTOR VECTOR	28.95	15.00
☐HOLLYWOOD SQUARES	28.95	15.00
☐HULK HOGAN	33.95	20.00
☐KID KOOL	28.95	15.00
☐KUNG FU II	28.95	15.00
☐MAGIC OF SHAHRAZAD	28.95	15.00
☐MISSION XX	28.95	15.00
☐NIGHTMARE ON ELM ST.	33.95	20.00
☐NINJA TARO	28.95	15.00
☐PASSWORD	28.95	15.00
☐PRICE IS RIGHT	33.95	20.00
☐ROAD RUNNER	28.95	15.00
☐ROBOCOP	33.95	20.00
☐ROLLERBALL	28.95	15.00
☐SKY SHARK	28.95	15.00
☐STAR FORCE II	28.95	15.00
☐STREET FIGHTER	28.95	15.00
☐SUPER STAR FORCE	28.95	15.00
☐SUPER XEVIOUS	28.95	15.00
☐TERMINATOR	28.95	15.00
☐TERRA CRESTA	28.95	15.00
☐TITAN WARRIOR	28.95	15.00
☐TOUCHDOWN	28.95	15.00
☐TOUCHDOWN FEVER	28.95	15.00
☐U.S. GOLF	28.95	15.00
☐VEGAS DREAM	28.95	15.00
☐VINDICATORS	28.95	15.00
☐WILLOW	28.95	15.00
☐ZETA GUNDAM	28.95	15.00
☐ZOMBIE MASTER	28.95	15.00
☐HOMEWORK FIRST	19.95	N/A

ORDERING INSTRUCTIONS: All orders and memberships of PLAY IT AGAIN to P.O. Box 6718, Flushing, NY 11365. **MINIMUM ORDER: $10.00 PLEASE PRINT CLEARLY.** U.S. funds only, **NO FOREIGN ORDERS.** In Canada only write to: Microplay Video Games, 200 Bank St., Ottawa, ONT K2P 1W8. Add $3.50 for shipping and handling on each order, $8.50 for Alaska, Hawaii and Puerto Rico. We will not ship to P.O. Box No.; street address only. We do not accept credit cards. New York residents must add appropriate sales tax. Personal checks will delay shipment up to three weeks. All U.S. shipping is by United Parcel Service. If you order **three or more** Nintendo cartridges in one order and list alternates for each we will pay the shipping (U.S. only). **We reserve the right to refuse any order.** Any used Nintendo cartridges are sold with a one year limited warranty. We put a (invisible to the eye) numbered code on all cartridges sold. If the cartridge case or chip is tampered with, damaged or abused, warranty will not be honored. Order with confidence. **Bold Face cartridges coming soon.**

SHIPPING INSTRUCTIONS: Send to PLAY IT AGAIN Dept. 1B 67-25B 186Lane, Flushing, NY 11365. **Please Print Clearly.** Wrap cartridges securely. If you send (5) five or more Nintendo cartridges at one time we will add $2.00 to the total amount due. Please ship by U.P.S. We will deduct $1.00 for each missing instruction booklet. 50 cents for missing slip-case for Nintendo cartridges and $2.00 for missing 3-D glasses. $3.00 will be deducted for any cartridge we have to ship back to you. If your package is not received by April 30, 1990, we will pay you using price list #17 effective May 1, 1990. We pay $1.00 for broken Nintendo cartridges.

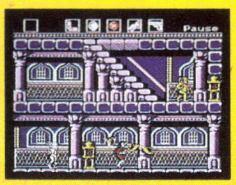
We are not related to or endorse by any of the manufacturers of the products contained in this list. We reserve the right to refuse any purchase or sale. Price subject to change without notice. Not responsible for typographical errors. All items subject to availability. © PLAY IT AGAIN 1989 All Rights Reserved.


Features Unique
Cooperative
2-Player Simultaneous Mode!
Contains Password
Level Select!
TAXAN
MADDYLAND
TAXAN
8Eyes
TAXAN
North Star
TAXAN
Mystery Quest
TAXAN
STAR SOLDIER
TAXAN
Consumer Division

Introducing

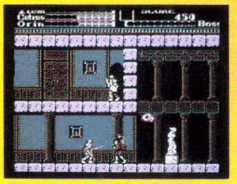
8 EYES

Control man and bird in a fight for the eight jewels of power!



After eons of chaos, mankind has finally emerged from the ruin brought on by nuclear war. The world has flourished once again under the guidance of the Great King, who has harnessed the power of the 8 Eyes to rebuild the planet.

The 8 Eyes—strange and powerful Jewels—were formed in the stellar centers of eight thermonuclear blasts. To possess them is to possess all earthly power.



Now, a loose confederation of dukes has through treachery banished the Great King and seized the 8 Eyes in a bid for power. And already their petty infighting has the world trembling on the jagged edge of atomic war.



The task of retrieving the Jewels falls to you, Orin the Falconer—the bravest and mightiest of the King's Guardsmen. With your fighting falcon, Cutrus, you must penetrate the donjon keeps of each of the faithless dukes. There you will face the ducal mercenaries—and battle living skeletons, giant wasps, mud men, and other mutated horrors. You must defeat the monstrous Boss of each fortress to retrieve the Jewel he guards. If you are able to return the 8 Eyes to the Altar of Peace, the Earth will pass into another millennium of peace and plenty.

If not..

© 1989 Taxan USA Corporation. Taxan is a registered trademark of Taxan USA Corporation.
Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.
8-Eyes is a registered trademark of Seta/Thinking Rabbit, mfd. under license by Taxan USA Corporation.

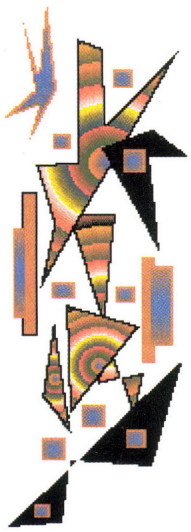
Official Nintendo Seal of Quality

CIRCLE #139 ON READER SERVICE CARD.

continued from page 98

preparedness on both sides. "Red Lightning" involves a quick strike by the Warsaw Pact forces that are currently in place, "Lions and Tigers and Bears..." has a small amount of pre-conflict preparation, while "A Gathering of Hosts" features all forces each side has committed to the area.

Each turn begins with an opportunity to save the game. While this simplified programming, the length of each turn makes it frustrating for those who must break play into several sessions.



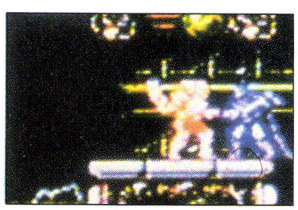
Next comes the orders phase. The Warsaw Pact player first moves and assigns combat to each available unit. Most movement occurs immediately, but some movements can be planned to be resolved with combat later in the player's turn. After the NATO player does the same, the joint air combat phase occurs. All air missions are resolved in this phase, including air superiority, air base strike, recon and close air support.

The joint ground combat and movement phase follows to resolve the preplanned combat and movement missions input during the orders phase. Attacks are carried out in random order, and the results are applied immediately. This makes the luck of the draw important. The sooner a unit can get its combat resolved, the better.

The final phase is the general resolutions phase. This is a catchall and resolves specialized actions such as the abstracted North Atlantic Campaign, the arrival of reinforcements and the determination of national morale.

The game continues until either one of the alliances collapses or the final turn is played. After the last turn comes the victory phase. The final game status is presented, showing a listing of the major events in the war and the final disposition of units on both sides.

The interface falls far short of that needed for easy access to the massive amount of information contained in the game. Each machine uses its principle input device: the Amiga and ST use the mouse, while the IBM version uses keyboard. While the mouse is nice for many actions, keyboard equivalents would simplify some game play. The IBM version's lack of any mouse interface is frustrating and makes play difficult for anyone comfortable with the little rodent.



Red Lightning should establish a small but loyal following. The detail provided will be loved by everyone who enjoys such minutia. But those with a less extensive knowledge of the subject will have a tough time learning the game. They may very well get frustrated and quit before realizing the game's true potential.

—R. Bradley Andrews

Strategic Simulations Incorporated,
675 Almanor Ave.,
Sunnyvale, CA 94086; (408)737-6814.

F40 Pursuit Simulator

TITUS

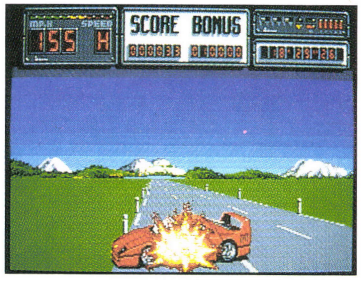
Versions: Amiga ($44.95), Atari ST ($44.95), IBM PC ($44.95)

RATINGS:	
Sound/Music	6
Graphics	7
Playability	6
Overall	6

It's a hot-rodder's dream, the epitome of the *Smokey and the Bandit* or *Dukes of Hazzard* ethos, to get behind the wheel of a Ferrari F40 complete with mag wheels and spoiler, smash all the speed limits driving from one place to another and elude the police of four states. The faster the better is the rule of the road here, with a time limit and a diminishing bonus included to encourage utmost disrespect for the law.

F40 Pursuit Simulator, by Titus, puts you at the wheel of a powerful Ferrari F40 race car.





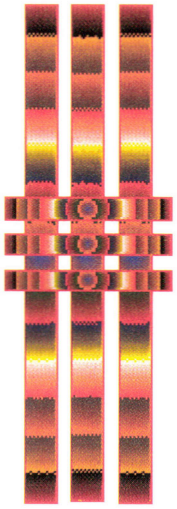
F40 Pursuit Simulator is a 3-D driving game that gives the player a view from slightly above the rear of the F40, affording a reasonably satisfactory image of the whole automobile during spins and turnarounds. The steering wheel is at the lower right-hand corner of the screen, and just above it is a rather daunting panel providing mass quantities of information: gear (L or H), speed (in your choice of mph or kph) and rpms, radar detection, distance and direction to the nearest radar or police car, timer, highway number and direction of intersection. This array of automotive data is topped off with digital score and bonus counters.

The infamous *Bandit* and the much-hounded *Dukes* achieved their driving successes not only through superb reflexes and down-home chutzpah, but also because they knew their machines inside and out and kept them in perfect responsive condition. Ideally, that's how the Ferrari F40 should be maintained as well. But trying to drive a Ferrari with a joystick, mouse or arrow keys is less than ideal, and attempting to cope with slow-responding IBM PC graphics is like loosening all the nuts and bolts in the steering gear and the wheels. This is evidenced by ridiculously slow turns, regardless of the speed at which one is driving their car.

The simulation has one note of absolute veracity: Put an inexperienced driver behind the wheel of

an unlimited supply of Ferraris, and you'll end up with a lot of scrap metal waiting for the junkyard. But, novice drivers, don't despair! Experience should tell, eventually.

Titus managed to produce reasonably attractive graphics for this simulation, even in CGA mode. (The Tandy 1000 series 16-color graphics are not supported, but an EGA enhanced version is available.) The opening screen image of the F40 is worthy of a sales pitch, and a four-state map showing present location and destination is clear, attractive and smoothly scrolls two ways. One nice touch is the smoke from the tires when the accelerator is pressed.



Some familiar but reasonably well-handled game effects include climbing over hills (which renders the upcoming road invisible) while cities, mountains and mesas appear on the horizon as the car speeds through Arizona, New Mexico, Colorado and Utah. Night darkens the sky as time passes by, which adds an attractive touch of reality.

But the barriers in a road block should not shift from side to side as the driver approaches them. Not only is it unrealistic, but it makes it impossible to judge how best to bypass them. Police cars (which apparently are the only other vehicles sharing the highways) should shrink consistently with distance instead of bulging and unaccountably fishtailing as they approach the vanishing point. Occasionally, the cops mysteriously hover in the air above the road like authoritative UFOs. And with all the frequent wrecks, something more than a little flash and puff of smoke is called for when the car crashes.

The purpose of these details is not revealed during the game or in the documentation. All the manual has to say is, "You'll go tearing through four states in search of the quickest way to accomplish your mission." That's it. Nothing about what the mission is. No storyline backs up this game.

F40 Pursuit Simulator has only one real motivation: If the destination isn't reached in the time limit, the car explodes. That would be a good incentive if it weren't for the fact that it has already exploded innumerable times throughout the journey.

—Ross Chamberlain

Titus Software, 20432 Corisco St.,
Chatsworth, CA 91311; (818) 709-3693.

Face Off

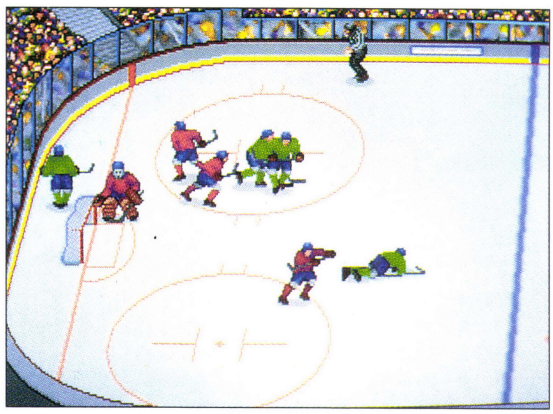
GAMESTAR

Versions: Commodore 64 ($29.95), IBM PC ($44.95)

RATINGS:	
Sound/Music	7
Graphics	4
Playability	5
Overall	5

MindSpan's *Face Off* is the third major computer-hockey simulation released since SportTime's *Superstar Ice Hockey* redefined the genre two years ago. None of these subsequent releases—Bethesda Software's *Wayne Gretzky Hockey*, Kirsch and Madland's *Powerplay Hockey: U.S.A. vs. U.S.S.R.* (Electronic Arts) and now *Face Off*—are likely to make gamers toss out their copies of *Superstar Ice Hockey*, but *Face Off* does offer features not available on that venerable classic. Whether or not these are desirable features, however, will be up to the individual user to decide.

First, let's look at the ways in which *Face Off* conforms to the genre's conventions: For one thing, it uses an angled side perspective on the action, with play moving vertically. The entire rink is three screens wide, and scrolling occurs as the action moves up and down the ice. Finally, the player either acts as coach, entering strategy and changing lines, or picks up a hockey stick and joins the fun as either a skater or goalie.



Gamestar's *Face Off* offers solid strategy so the armchair hockey coach can design new plays.

Now let's evaluate the differences: *Face Off* uses larger than usual on-screen characters, but unfortunately, these larger skaters are difficult to animate. This is especially obvious in the IBM PC version, which is all but unplayable because the entire screen flickers like a silent movie or one of those flip-the-pages animations. The screen refreshes require so much visual information that even on VGA monitors, the entire system hiccups every time skaters start to move. To call this effect distracting is an understatement.

Face Off also uses a secondary perspective, which is invoked when a player gets ready to shoot the puck. A feature dubbed "shot cam" brings the user down on the ice, just behind the shooter, for each attempted shot on goal, as long as the skater is within a designated area near the net.

The downside of this feature is that alternating perspectives are disorienting to players who aren't, after all, watching this event on TV, but participating in it. Much worse, though, once the Shot Cam is triggered, the only players who appear on-screen are the shooter and the goalie—even if there were other players

between them in the previous screen!

Finally, the game makes a big deal out of fighting, which probably won't endear it to real hockey fans. Fights, after all, are sideshows in hockey games and, if they have any effect at all (presuming a certain amount of intimidation can be generated through the process of cleaning an opponent's clock), it's far too subtle to be meaningful in a simulation like this.

In any case, *Face Off* apes Konami's *Blades of Steel* by giving the user control over on-ice players during brawls. The loser of the fight is then "punished" by being banished from the ice for a short recovery period. It's hard to believe this game was actually authored by Canadians (Mindspan hails from Burnaby, British Columbia), who should know the game of hockey better.

Fortunately, both the shot cam and fighting features can be disabled before starting the game.

There are also some successful features, such as the face-off itself, which employs a secondary on-screen window to show a close-up of the puck and both stick blades. *Face Off* also offers a solid strategy mode that even lets the user design new plays for his or her team. Unfortunately, its weaknesses, especially in the IBM PC version, overwhelm its strengths.

(*Face Off* makes use of the AdLib and Roland sound boards on IBM PC computers that are appropriately equipped.)

—Bill Kunkel

Gamestar, P.O. Box 3048,
Menlo Park, CA 94025; (415) 329-7699.

Omega

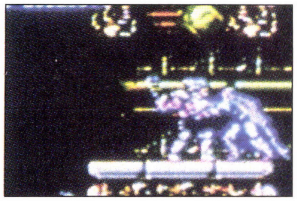
ORIGIN SYSTEMS

Versions: Amiga ($49.95), Apple ($49.95), Atari ST ($49.95), Commodore 64 ($49.95), IBM PC ($49.95), Macintosh ($49.95)

RATINGS:	
Sound/Music	7
Graphics	7
Playability	7
Overall	7

The player in *Omega* has just been hired as a new cybernetic engineer for the Organization of Strategic Intelligence, the future world leader in military cybernetic applications. The assignment is to design the optimum tank chassis, weaponry, electronics and artificial intelligence in an effort to create the supreme cybertank.

The game begins with a brief "security check" to confirm the player's identity and allow entrance to the OSI main work area that serves as a connecting point for the game's modules. From here the player can design a tank, take a clearance test or carry out a simulated battle. While in this area, simulated messages about the company





itself and the world are printed in teletype fashion in the text area of the screen.

The first part of the player's career is spent preparing for and taking a series of security-clearance tests. These pit the player's best design against a computer opponent on a prespecified playing field. If the player's tank wins seven out of the ten battles, the new tank designer is granted both a higher clearance and larger budget to work with. The highest clearance level provides an unlimited budget, totally removing the money problem.

While the security clearance battles are always against one preset foe, the simulation-design option allows the player to use any of the available maps to design new scenarios or play ones downloaded from a public or commercial bulletin board system. These battles may pit one team against another or they may be a simple free-for-all where the last tank remaining wins. The terrain and tanks used, the starting position of the tanks and whether each side will have a headquarters to protect or not are all decisions the scenario designer must make.



Omega lets you design a tank and take on the enemy in simulated battle.

As with most computer work, cybertank design falls into two separate categories: hardware and software. The hardware is the physical components of the tank: chassis, weaponry and electronics. The software is actually a bit more important. The best tank with poor programming will quickly die on the lethal battlefield.

Cybertank Command Language (CCL) is used for the tank's artificial intelligence software (AI). Beginners can use buttons on the bottom of the AI screen to construct commands automatically, while more experienced users can simply write out the desired commands. Prewritten modules are also included to help perform many common tasks. A good designer will use, study and learn from these before jumping into a tank of his very own.



The language, while fairly powerful, is limited. Most of the logic decisions are made with IF-THEN and BRANCH-TO statements. Some CCL code could make BASIC or FORTRAN spaghetti code look neat in comparison. The DO command can be used to call a subroutine, so some semblance of programming structure can be maintained.

Omega uses a window system for all interaction in the game, with the simulated battle screen being the most interesting. The view area takes up the main part of the display, which can be either a close-up view of the area immediately around the current tank or a smaller scale, satellite view of the entire playfield. Along the right are the various settings and damage status of the current tank. The bottom-right corner features the radar view of the

current tank and a listing of the current scenario settings. Although the keyboard is used to type in the AI, the mouse does most of the work in *Omega*. It's fairly easy to navigate from one part of the program to another, though response times are often somewhat slow.

The weight of the package is sure to shock a store browser. In addition to the disk, three manuals are included with the program. The first covers machine-specific aspects of the game, while the second, the "New Personnel Orientation Guide," helps get the newcomer into the game. The third is both the heaviest and the most important: "The Cybertank Engineer's Handbook" covers all the available options and a little of the theory behind cybertank design. Because of the manual's strange organization and lack of a good index, it requires frequent complete scans. It also doesn't stay open very well, and many players will have to type with one hand, using the other to keep the book open to the correct page.

In many ways, *Omega* would be a good introduction to the world of programming and artificial intelligence. The introductory chapters contain a good explanation of the topic and are easy to understand. It can be dangerous, however, since many of the techniques forced on the user, such as the frequent use of IF-THEN-BRANCH-TOs, encourage very bad programming style.

In spite of this, *Omega* has a certain spark that makes for a good game. Even when a security clearance test seems unbeatable, the player's mind will continually think of new AI techniques to overcome this tough foe.

—R. Bradley Andrews

Origin, 136 Harvey Road, Building B,
Londonderry, NH 03053; (603) 644-3360.

Paperboy

MINDSCAPE

Versions: Amiga ($49.95), Apple II/GS ($39.95), Atari ST ($49.95), Commodore 64 ($34.95), IBM PC ($39.95)

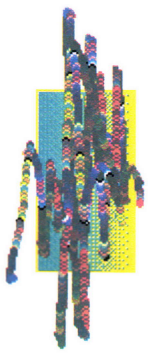
In the wake of the early '80s success of coin-ops like *Pac-Man*, *Dig Dug*, *BurgerTime* and *Mr. Do*, so-called "cute games" flooded the family amusement centers. Atari Games led the way with many machines which attempted to combine strong action elements with ultra-charming graphics.

Titles such as *Zoo Keeper* and *Food Fight* gained some popularity, but they never matched the fame of the earlier hits. Arcades were in one of their periodic recessions, so most of these games never got home editions. Perhaps the most entertaining of them all was *Paperboy*. Now, thanks to Mindscape, home computer gamers can enjoy the challenging play and sparkling animation of this largely forgotten classic.

RATINGS:	
Sound/Music	6
Graphics	7
Playability	8
Overall	8



Hop on your bike and whip out newspapers, but look out for trouble at every turn in *Paperboy* by Mindscape.



Clearly, it couldn't have fallen into better hands than those of the good folks in Northbrook. Despite its age, *Paperboy* doesn't look a bit like an antique. The Amiga edition, in particular, features some of the most delightful artwork and animation seen in any game this year.

The theme is so mundane that, in a sea of wild fantasies and phantasmagoric science-fiction disks, it seems strikingly different. The player guides a bicycle-mounted paper delivery boy along the streets of a small town. The goal is to deliver all the papers by tossing one into each subscriber's box.

What could be easier than that, right? Wrong! Perils appear from every direction, even at the simplest of the game's three skill levels. "Easy Street" is only easy in comparison to the other two roads.

It is no coincidence that the gamer gets six "lives," twice as many as in games that seem harder because they move at higher speed. In truth, *Paperboy* is almost leisurely compared to Mindscape's other arcade-to-home translations, but it is no pushover even for experienced gamers. The bicycle can't make sharp turns, so obstacles must be identified quickly if the player is to have even a slim chance of avoiding them.

Pedestrians dash into the bike's path, boom boxes and toys litter the sidewalk, loose rolling tires can send the paperboy sprawling, dogs nip at heels, and impassible gates block the sidewalk at several points. When the hero crosses the street, reckless vehicles rush through the crosswalk, oblivious of his safety. And if circumstances force the bicycle into the street, open manholes and treacherous sewer grates cause nasty spills.

The goal is to get the paperboy through his route in one piece while delivering papers to all the houses with paper boxes. These houses are easily distinguished by their yellow paint scheme. (Hardware limitations cause all buildings to look yellow in the IBM PC edition. The gamer must look for boxes labeled "subscriber" in that version.)

A bonus screen appears at the completion of the route. The paperboy must zip through this gauntlet as quickly as possible, tossing papers at targets along the way to earn additional points. The player also gets points for throwing papers through the windows of nonsubscribers and for hitting garbage cans and gravestones along the regular route.

Considering the relative scarcity of arcade-style games for home computers, the arrival of *Paperboy* is especially welcome. And even a half-decade in obscurity has not dimmed its luster.

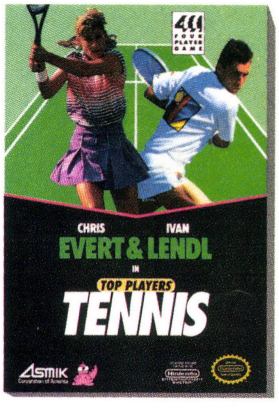
—Arnie Katz

Mindscape, 3444 Dundee Rd.,
Northbrook, IL 69962; (800) 221-9884.

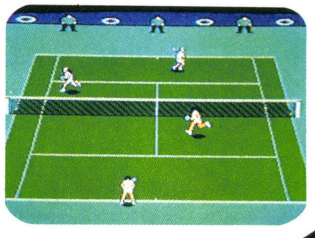
ACE THE GRAND SLAM

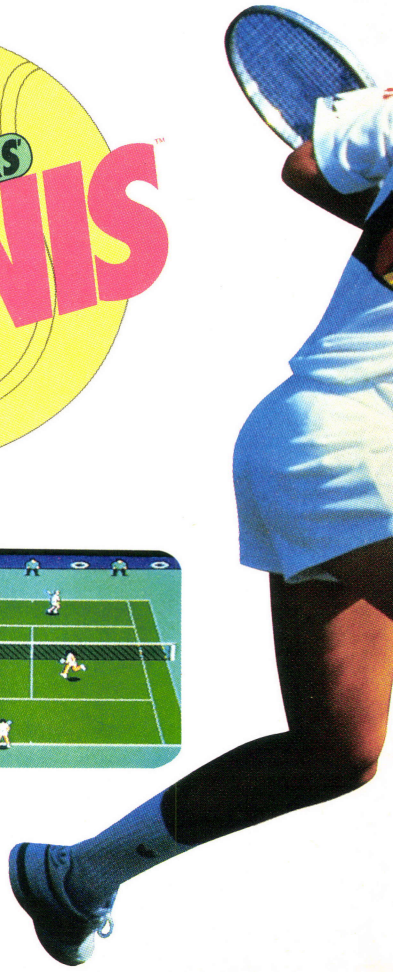
CHRIS EVERT & IVAN LENDL IN TOP PLAYERS' TENNIS™

- PLAY SINGLES, OR DOUBLES WITH LENDL OR EVERT AS YOUR PARTNER
- PLAY 4 MAJOR TOURNAMENTS TO WIN THE GRAND SLAM TITLE
- TOTAL BALL CONTROL, WITH SPINS AND THE "MIRACLE SHOT"
- GET ADVICE FROM LENDL AND EVERT AS YOU PLAY
- CREATE YOUR OWN PLAYER PROFILE
- 1M+1M ROM MEMORY









Licensed by Nintendo for play on the Nintendo Entertainment System®

Official Nintendo Seal of Quality

Asmik Corporation of America

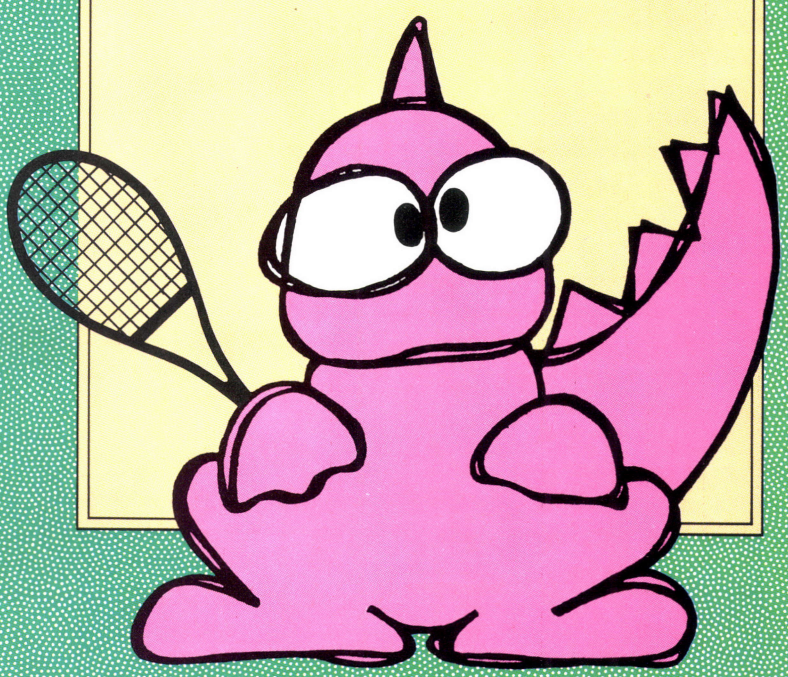
CIRCLE #140 ON READER SERVICE CARD.

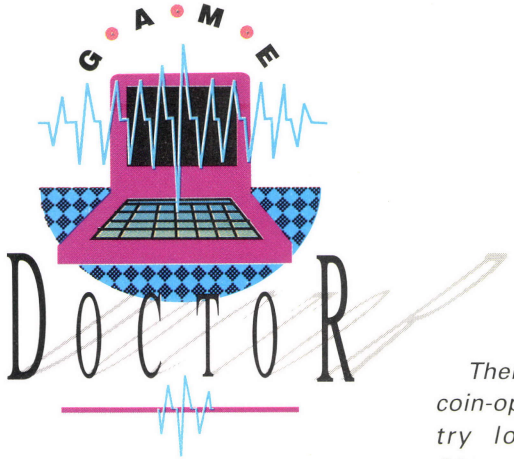
4 FOUR PLAYER GAME

SCORE BIG WITH ASMIK

"Greetings, gamesters. I'm Boomer. You'll see me representing all the exciting games by a new company called Asmik. Asmik, has had popular success in Japan, so I'm sure you'll be seeing a lot of Asmik's great games for your Nintendo Entertainment System.® I'll be appearing in my own game, too. You can help me battle the enemy in a prehistoric adventure for Nintendo's portable GAME BOY.™ So when you want action and adventure remember Asmik, and remember me, Boomer."







Questions, Answers and Mea Culpas

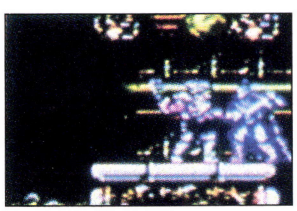
by The Game Doctor

Some of you may not know this, but the Game Doctor isn't perfect. I know, I know—I hear the howls of protest already. ("You are perfect, Doc, you are!") But the truth will out: The Doc blows it every once in a while. You were all here for that case of brain lock I developed on the question of whether the old VIC-20 disk drive is compatible with the C-64 (it is, by the way) several issues ago, for example.

On other occasions the Doc is wrong through no fault of his own; like any good general practitioner, yours truly knows when to ask a specialist. And sometimes, even the specialists get it wrong. One thing I can promise, however: If anyone corrects us, we'll print the right info as soon as possible. So let's get on with the correcting already:

question

I believe your answer in the August 1989 issue of VIDEOGAMES & COMPUTER ENTERTAINMENT about the 68030-based Atari computer was incorrect. The Atari Transputer Workstation (ATW) and the TT are completely separate. The ATW is based on the Inmos T800-20 and runs a new operating system called Helios that supports parallel processing. The TT, on the other hand, will use TOS 1.4, so most ST software will run on it. It will also run UNIX V and emulate MS-DOS. The last I heard, the price would be about $2,600, plus another $250 for the UNIX OS. Also, the March 1989 ST-LOG shows a picture of the ATW, not the TT, which has not been shown publicly yet. [Ed: Actually, the TT was shown at the COMDEX show in November 1989.] You mention that $3,000 is a lot of money, but just remember what this computer can do. Thank you.



—David Holmes
Los Angeles, California

answer

Thank you, David. I'll acknowledge that if this system can do what it claims at that price, it is a bigger bargain than the ST. On the other hand, what exactly is the average computer user/game enthusiast going to do with all that juice, exactly? I'd appreciate hearing your views on the implications of such a system for the typical VG&CE *reader.*

question

Is there a way that I can buy arcade video games (the same machines they use in the arcades)? I'd really like to get ahold of *Tempest, Dragon's Lair, Dragon's Lair II, Space Ace* and other games, old and new.

—Bill Campbell
Waterbury, Connecticut

answer

There are several ways to get those coin-op arcade games, Bill. One is to try local distributors. Look up "Amusement Machines" in your local Yellow Pages and call the distributors listed therein. They're generally happy to get rid of old machines for a bargain price. Or, you could subscribe to the excellent coin-op trade magazine, RePlay *(P.O. Box 2550, 22157 Clarendon St., Woodland Hills, CA 91365) for $60 a year, and check the ads that regularly appear in the back of the book. Companies like C&P Distributing (219/256-1138), Video Connection (916/678-5189) and Modern Vending Sales (317/542-9207) regularly advertise in this magazine. To give you a rough idea of prices,* Victory Road *(Tradewest) from Modern Vending lists for $795;* Rampage *(Bally) for $545 and Atari's* Cyberball *goes for a whopping $2,695. Many coin-ops are sold in "kit" form, which means you supply the cabinet and they supply the memory boards; these are a lot cheaper but, obviously, you need a cabinet.*

question

Are games without the Nintendo "Seal of Quality" junky and damaging to the NES or is the seal just a money-making scam?

—Shivas Shinde
Amherst, New York

answer

The Nintendo seal simply means that the game in question was approved for production by Nintendo. When Tengen became the first company to defy Nintendo's edict against

continued on page 117

BANDAI

Hyper Lode Runner™





The Labyrinth of Doom

Earthdate: 2264. These are troubled times for the planet. After centuries of peace, the renegade Red Lord of Darkness has led his cyborg fanatics in a bloody revolution that has overthrown the United World government. Millions of political prisoners are being tortured in his infamous Labyrinth of Doom far beneath the surface of the planet. Very little is known about this subterranean maze of brick-walled catacombs. Just vague rumors about the hidden millions in stolen gold guarded by a ruthless army of mutant cyborg zombies commanded by the merciless General Zod, governor of the Red Lord's death camps. Only one thing is sure...none of your predecessors have ever come out of this dreaded place alive. But, you must find a way out with a lode of gold big enough to launch the counterrevolution. You are the last hope; the last of the great Lode Runners.

Licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

OFFICIAL GAME BOY VIDEO LINK GAME PAK

Official Nintendo Seal of Quality™

Bandai is a registered trademark of Bandai America, Inc.
LODE RUNNER is a trademark of Broderbund Inc.
©1983 Doug Smith ©1989 Bandai America, Inc.
All Rights Reserved
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

CIRCLE #136 ON READER SERVICE CARD.

COMPUTER STRATEGIES

Winning the War With Wibarm

BRØDERBUND

Version: IBM PC

In Brøderbund's latest action adventure, malignant monsters have invaded Earth and taken control of the power plant. Enter the player, who must take control of a super robot called Wibarm and restore order to our planet.

When the game begins, Wibarm is very weak, and his weaponry will only work on the feeblest of monsters. Here, players must have the utmost patience and keep Wibarm out of the buildings until he builds up a sufficient number of agility points.

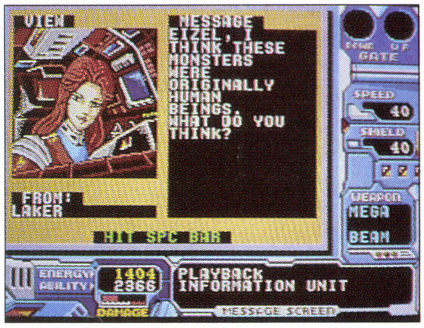
Start by roaming around the city, looking for any monsters hanging around outdoors and attack immediately. When the battle screen appears, quickly check to make sure the enemy does not have more than 300 vitality points. If he does, players must retreat: Wibarm's weaponry will not be effective against these creatures early in the battle.

Once committed to battle, try to use the sonic wave first. It hits all creatures simultaneously and also requires less energy to fire. Players may find that both the micro beam and the sonic pulse are far less effective early on. The sonic wave will work on 90% of the outdoor monsters. If it fails, however, quickly switch to micro beam and, lastly, sonic pulse.

Once a group of creatures is destroyed, they soon reappear in the same general area. However, their replacements are much stronger. Reengage these creatures, and check to see if they still have fewer than under 300 vitality points. If they do, come out with both barrels blazing!

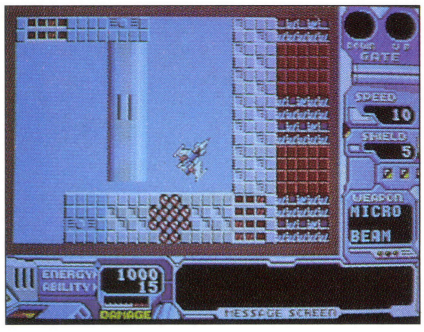
Keep in mind that monsters which are not completely destroyed will come back full strength if Wibarm retreats. For this reason, do not engage the enemy if Wibarm is low on energy or damaged. Doing so will only be a waste of time and energy. When Wibarm's energy falls below 300 points, head back to base to refuel, unless he is deep within a maze or in a crucial battle. Try not to squander the energy chargers in an attempt to avoid the trip back. These units are extremely rare and should be saved until they are needed in the game's later segments.







In *Wibarm*, you start out weak but can build up your weaponry to handle attackers.



Once Wibarm's ability is over 100 points, he is ready to begin exploring the buildings. Start by heading for the storehouse, located in the lower left of the city. When entering a building, keep a close eye on the map recorder, and search every inch of each building. When confronted by a monster, always engage him to see if he is weak enough to destroy. If all weapons fail, Wibarm should retreat until a later date when his ability is improved.

If Wibarm becomes damaged in battle, try to hold off using a repair unit until his damage reaches near critical condition. These units are as rare as the energy chargers, and players must get the most out of them they can. A final note on damage: If Wibarm's map recorder becomes messed up in combat, try checking out the repair factory. They just might be able to help you out.

The main item Wibarm needs to complete a city is the master key unit that lets him move to the next level. Since this is a main objective of the contest, it is best that I not give away too much here. However, if it seems entirely hopeless, try looking for the units in buildings, which naturally have high security.

—Frank Tetro Jr.

How to Be King of the Cowboys

BOX OFFICE SOFTWARE

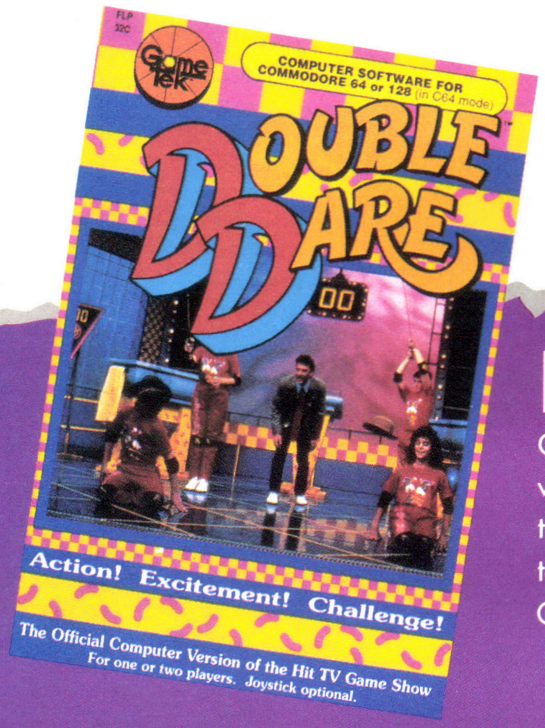
Versions: Apple, Amiga, Atari ST, Commodore 64, IBM PC

In *Buffalo Bill*, players compete in six rodeo-style competitions in an effort to achieve the highest cumulative score. Each event is a game unto itself, and players must therefore master six unique strategies.

Computer art by Cameron

ADVERTISER INDEX

Advertiser	RSC #	Page #
Access	133-135	89,91,93
Acclaim	124	60-61
Absolute Entertainment	129	81
American Sammy	106	11
Asmik	140	106-107
Bandai	136	109
BRE Software	128	76
Capcom USA	102	3
Cape Cod Connection	127	44
California Dreams	122	49
Data East	145	BC
Doc's Hytech	143	117
FCI	130	83
Fun Co.	142	116
GameTek	141	111,113,115
HAL America	117-118	35,37
Hudson Soft	105	8-9
Jaleco	111	20-21
Kemco-Seika	113-115	27,29,31
Konami	101,103	IFC, 4
Lucasfilm	116	33
Mediagenic	146	77
MicroProse	125-126	69,71
NEC Technologies	107	13
NTV International	131	85
Origin Systems	104,110	7,19
Play It Again	138	99
Readysoft	112	23
Sega	121	45-47
Strategic Simulations	—	48
Sunsoft	119	38-39
Supremacy	120	73
Taito	108-109	15,17
Taxan	139	100-101
Tengen	144	118-IBC
Ultimate Game Club	137	97
Video Replay	120	43
Wrestling Ring	123	58-59



TAKE THE PHYSICAL CHALLENGE!

Double Dare™ is Double action and Double fun! The GameTek computer version plays just like the Original TV game show. Think fast — test your mind with questions about rocks to rock n' roll. Move fast — test your skills on stunts that'll stretch your reflexes to their limits. Rack up points, but watch out for the Obstacle Course. You could end up in a real mess!

GameTek™

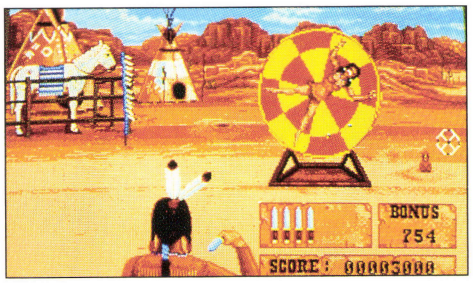
2999 NE 191st Street • North Miami Beach • Florida 33180 • (305) 935-3995 • Fax (305) 932-8651

©1988 GameTek/IJE, Inc. Double Dare™ ©1988 MTV Networks. Double Dare is a trademark owned and licensed for use by MTV Networks, a division of Viacom International, Inc.

CIRCLE #141 ON READER SERVICE CARD.

Trick Shooting

In trick shooting, players must gun down as many bad guys as possible, taking careful aim so as not to accidentally blow a hole in the innocent townspeople. In Phase 2, gunslingers must shoot the flying bottles before they hit the ground. The secret to trick shooting is to keep the cursor in the middle of the screen, and wait for the bad guys who pop up closest to it. The instructions don't mention that a bad guy's point value rapidly decreases the longer he stays on the screen. To compensate, players should wait patiently and only fire on the villains closest to the cursor. Don't worry about the bonus running out: A couple of hundred points are nothing compared to the extra thousands gamers can rack up by being picky.



Once Stage 2 begins, position the cursor in the middle once again. As the man throws the bottles, wait for the ones that fly high and arc about midscreen. This lessens the amount of bottle-chasing a player must do and allows more time to aim. Finally, try to shoot the bottles before they begin falling; they are worth more if shot while still gaining altitude.

Knife Throwing

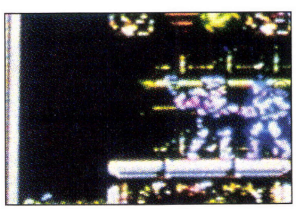
In this event, players must carefully time their throws in an attempt to get the knives as close to the woman as possible without striking her. The nearer the blades land, the more points are awarded; however, one bad throw and the round ends.

The best way to get big points in knife throwing is to position the cursor about 1 inch below the exact center of the spinning wheel. If placed correctly, players should see a clear shot that would land right next to the woman's right side as she spins into a horizontal position. Next, throw the knives a split second after she passes that horizontal position with her head pointed left. Done correctly, the knife lands right at her side, earning maximum points. Continue this strategy until all knives have been dispatched.

Calf Roping

This is perhaps the most difficult event in the game, and we were forced to turn to the game's designers, Subway Software. They in turn sent a fax to the programmers at English publisher Tynesoft. Here's the strategy, straight from the horse's mouth, if you will:

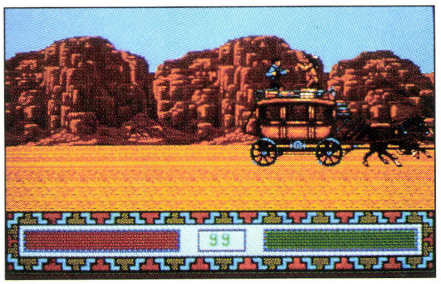
Once the player's horse is liberated from the gate, move just behind and to the right of the calf as soon as possible. When the horse is at its closest point to the calf, the player should press the left button while simultaneously moving the joystick shaft to the left.



These instructions are reported in good faith, but as we were testing the British version of this game, confirmation was not possible. British game software tends to run faster on American computers in any case, and this event (which has been slowed down for the American edition, by the way) was tested on an extremely fast computer.



You have to be *brave* to try your hand at knife throwing or the stagecoach rescue.



Steer Wrestling

Steer wrestling is an event of speed and reflexes. The rider must position the horse next to the steer, jump onto the rampaging animal and wrestle him to the ground as quickly as possible. Points are based on speed alone.

Once the event begins, the rider comes up on the steer from the top and leaves about 1 inch between him and the horse. Next, accelerate alongside the steer and jump at the instant the two animals are neck and neck. This is crucial because jumping at any other time results in a fall. Once the cowboy grabs the steer, he must use the left and right controls to wrestle it to the ground. The strategy here depends on the control method being used. If players are using the keyboard, simply press the left and right arrows simultaneously as quickly as possible to get the steer to fall. Things are actually a bit harder if a joystick is used. Players must be quick and wiggle the stick left and right mighty fast to get that steer to topple.

Bronco Riding

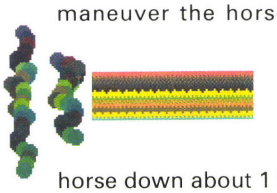
When bronco riding, gamers must keep their balance as long as possible. Points are awarded for the longest ride. The strategy here is a simple one: quick reflexes equal big points. Players should keep a keen eye on the arrow indicator and press the stick in the opposite direction the instant the rider veers in any direction. A delay of even a second or two will result in a fall. If the rider is losing his balance in two directions at once, use the diagonal controls to compensate for both directions equally.

If the player wishes, he or she may also use the arrows that appear on the main screen to aid in the balancing process. This is not recommended, however, since the balance indicator is much smaller and therefore easier to focus on.



Stagecoach Rescue

The last event requires the rescuer to maneuver the horse up alongside the stagecoach, jump aboard and pummel the Indian as quickly as possible. Once the event starts, immediately move the horse down about 1 inch to avoid any loose luggage that the Indian may decide to toss out. Next, wiggle the stick left and right to gain speed and move up alongside the stagecoach. Once there, move the horse up an inch and jump aboard.



After the cowboy stands up, quickly begin combat using the diagonal up/right and

TM

Fisher-Price®

Introduces

A Whole New World of Learning



Exciting sound...brilliant graphics...simple play. The perfect way to introduce young children to the world of computers! □ Fisher-Price presents a series of games especially designed to educate and entertain children 3–8. These exceptional programs help develop recognition and memory skills, while improving manual dexterity. Multiple skill levels are built in to let the game grow with the children. □ The software was designed under the direction of child-care experts, educators parents and children at Fisher- Price's Play Laboratory. We feel certain that your child will share their enthusiasm.

©1988 Fisher-Price. Fisher-Price, Little People Bowling Alley, School Bus Driver, I Can Remember, Perfect Fit, My Grand Piano, Firehouse Rescue, the Awning Design, and Little People Characters and Designs are trademarks of Fisher-Price, Division of The Quaker Oats Company, East Aurora, NY 14052.

CIRCLE #141 ON READER SERVICE CARD.

down/right commands to punch and kick, respectively. When in combat, forget defense—simply press and hold the punch command for three blows, then switch to the kick for another three. Continue this alternating attack for a few seconds, and the Indian always falls first. Keep in mind that this mission is timed, so don't delay during the fight or the cowboy may end up with not only a low score, but a new hairdo as well!

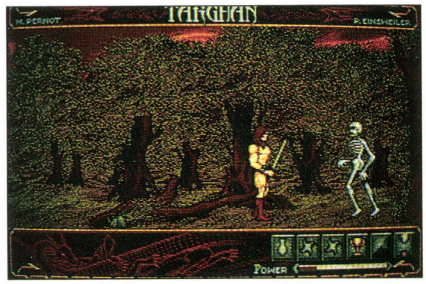
—F.T. Jr.

Saving Targhan's Land

STAR GAMES

Versions: Amiga, Atari ST, IBM PC

In Silmarils' latest action game, players assume the role of Targhan, a young warrior who was predicted to defeat the Evil One and restore peace to the land. As such, warriors must fight and think their way through 120 different play screens in an effort to dethrone the black prince.

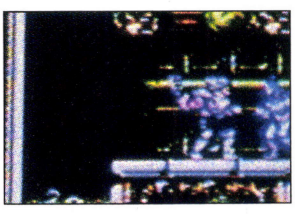


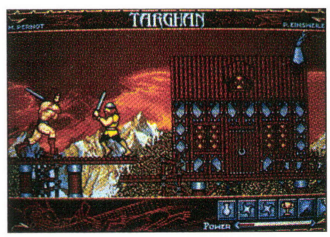
The key to *Targhan* is to become a great swordsman.

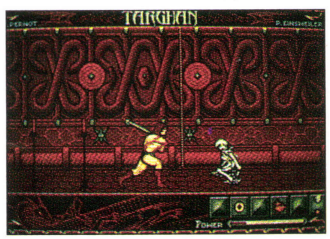


When traveling, always walk off a screen by releasing the stick the instant Targhan hits the edge. This makes him stop at the edge of the next screen. This is important because he needs time to react if any enemy is present there. Once the new screen appears, look and listen for any sign of bats. These creatures, although small, are quite annoying because they can appear from just about anywhere, including right in front of our hero. If bats do appear, begin swinging the sword before they get too close. If a bat manages to get past the sword's thrust, players must retreat quickly, or the bats will hang on Targhan and continue to bite him. After a retreat, simply enter the screen again, and try to be ready this time!

The secret to success in *Targhan* is becoming a great swordsman. Defeating an opponent while sustaining only minimal damage is the most difficult part to master. When a two-legged foe appears, it's time to put this talent to the test. Start by walking toward him to gain the most ground possible early on. As you approach, stop and quickly swing the sword twice. This almost always forces the enemy back a step. Take this opportunity to instantly move up a step. Continuing this strategy, warriors can slowly back the creature against the edge, where he has no place to run except into Targhan's sword. This strategy isn't foolproof; sometimes the enemy is a bit reluctant to back up. If so, Targhan's warning swing will strike the enemy, who will return a swing instead of retreating. Counter by dodging and thrusting once again to persuade the attacker to back off.

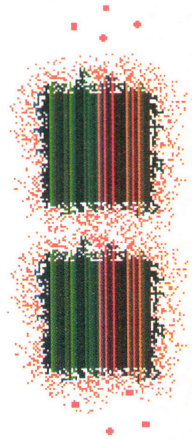






Aside from the usual assortment of sword-clad ghouls Targhan will meet in his quest, there are a few special creatures that require a slightly modified approach. The dogs that instantly run at our hero, for example, are too low to stand and thrust at. Instead, use the crouching sword thrust to deal with these creatures. There's also a giant ogre who seems impassable as he stands stationary, furiously swinging his club in an attempt to stomp the life out of any would-be adventurer who dares to stand toe-to-toe with him. So don't! The way to defeat this nemesis is to approach him and stop just out of range of the swinging club. Then, as the club hits the ground, run up next to his legs and hold down the crouching sword-thrust button. Don't release this key until the ogre dies or you'll make Targhan stand. He'll then get seriously smashed in the head by the angry giant.

Targhan's final offensive weapons are the shuriken (throwing stars) he finds as his quest unfolds. Hitting the enemy with a shuriken is like hitting him three or four times with a sword thrust, so this weapon should be used wisely. The most likely candidates for such assaults are archers that appear at the opposite side of the screen, firing like mad at our hero until he can walk over there and finish them. Using a star on these guys can save some much-needed strength. Also use them on the armor-clad skeletons that reside in the first castle. These demons are extremely dangerous, for a couple of reasons: They require about ten to 12 thrusts to fall, and they swing their axes quickly, which can be quite deadly.

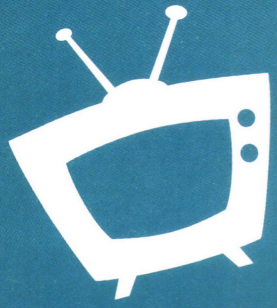


Aside from fighting, *Targhan* requires players to figure out certain puzzles in order to continue. Since this is the best part of the game, it shouldn't be spoiled by giving away too much. However, a few hints couldn't hurt. Start by leaving no stone unturned. It's often in the most unlikely place that a player will find something valuable. When confronted with a puzzle, try using everything Targhan is carrying until something works. If nothing seems to do the trick, the puzzle may require Targhan to drop something instead of using it, as a sort of sacrifice. If this also proves ineffective, it is likely the player either missed something along the way or must first solve another section of the game before he/she can get by. Finally, the caves Targhan encounters early in the game are crucial and should be entered at once. This may seem impossible, since it is too dark to see down there, but don't despair. A few screens past the entrance lies a potential friend; a little guy who, if not inadvertently killed, may be able to shed some light on the situation.

—F.T. Jr.

GET WITH THE PROGRAM!





Did you ever find yourself sitting in front of your television set shouting out the answers to the questions on your favorite TV game show?

You answer first but nobody hears you. Or so you thought.

GameTek was listening! And now, you can be part of the action ...practically right in the studio! GameTek has captured all of the excitement of the original programs on computer software. Each program was designed in full cooperation with the producers of each show to ensure that every game is packed with all the thrills and supense of the original program!

Tune in to GameTek software, and get with the program!

GameTek™

2999 NE 191st Street • North Miami Beach • Florida 33180 • (305) 935-3995 • Fax (305) 932-8651

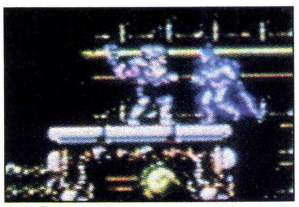
©1990 GameTek/IJE, Inc. GameTek is a Trademark of IJE, Inc. All rights reserved. WHEEL OF FORTUNE FAMILY EDITION is based on the television program produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. © ©1990 Califon Productions, Inc. All Rights Reserved. JEOPARDY! 25th ANNIVERSARY EDITION is based on the television program produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. © ©1990, Jeopardy Productions, Inc. All Rights Reserved. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. Hollywood Squares™ ©1986,1988 Century Towers Productions. All rights reserved. Super Password™ ©1988 The Password Co. All rights reserved. The Price is Right™ ©1988 Price Productions Inc. All rights reserved. Press Your Luck™ ©1988 The William Carruthers Company. All rights reserved.

CIRCLE #141 ON READER SERVICE CARD.

Continued from page 92

Superman: Man of Steel (Capstone for IBM PC, Amiga and Commodore 64) emphasizes the way Superman uses his powers to thwart danger, rather than getting bogged down in a mini-game about how fast Clark Kent can don his red, blue and yellow costume. In the otherwise excellent *Three Stooges* (Cinemaware for all computer systems), one mini-game is about eating soup and crackers. Although this segment is as good as possible, it is a letdown. Most players think it's not a very entertaining activity. This puts the debate between U.S. and U.K. designers over frills in a new perspective. The British disdain everything but play action, while Americans claim that trimmings are necessary enhancements to enjoyable gaming.

As we have seen, so-called frills provide the signature details that foster perceived reality for players. The game is in the play mechanic, but the illusion of reality often resides in the little embellishments. Those of us who accept this view don't see frills in games as extras at all! They are necessary to entice the player into the game world and heighten the pleasure that comes from playing computer and video games.



Fandom Update

It is too soon for public reaction to last month's *Inside Gaming* column, but response from the industry itself is very encouraging. If some adventurous video and computer gamers boldly go where no joystick jockeys have gone before, the concept has a strong likelihood of success.

But remember, it is up to you to make it happen. If you produce an electronic-gaming fanzine or want to start (or join) a local game club, get in touch with me. VG&CE Executive Editor Andy Eddy has offered space in this magazine to review the former and publicize the latter. Send me those club announcements and fanzines for review: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107. I'll try to answer the most frequently asked questions in a near-future issue of VG&CE. Fandom wants you!

Trade-In Your Old Titles For New Games

We Sell Used Games As Low As $10

Receive Top Dollars For Your Used Nintendo® Games

TITLE OF GAME	WE PAY YOU	WE SELL USED
10 Yard Fight	$10	$19
1942	10	19
1943	12	23
720 Degrees	18	34
8 Eyes	18	34
Adv. Bayou Billy	18	32
Adventure Island	15	28
Adv. of Lolo	12	27
Adv. Tom Sawyer	18	34
Aigina Proph.	18	27
After Burner	16	34
Air Fortress	18	34
Airwolf	14	28
Alien Syndrom	16	34
All Pro Bsktball	18	34
Alpha Mission	10	19
Amagon	14	28
Anticipation	12	25
Arkanoid w/contrl	40	75
Arkanoid (contrllr only)	(NEW)	$19
Athena	16	29
Athletic World	10	27
Baby Boomer		
Back to Future	18	33
Bad Dudes	18	36
Bad Str Brawl	20	39
Balloon Flight	20	39
Baseball	10	19
Baseball Stars	20	38
Baseloaded	12	25
Bashi Bazook		
Battlefield Nap.	20	37
Bionic Commando	14	28
Black Bass	18	34
Black Tiger	22	39
Blades of Steel	14	26
Blaster Master	15	28
Bomber Man	14	28
Breakthru	15	29
Bubble Bobble	16	32
Bugs Bunny	18	32
Bump and Jump	13	26
Burger Time	10	19
Calif. Games	15	29
Captain Commic	13	29
Caracresta	20	37
Casino Kid	18	34
Castlequest	18	36
Castlevania	16	32
Castlevania II	10	24
Chester Field	18	36
Chubby Cherub	30	55
City Connection	14	24
Cbsh/Demonhead	18	34
Clu Clu Land	20	39
Cobra Command	12	28
Cobra Triangle	18	33
Commando	10	19
Contra	10	22
Dr. Chaos	16	29
Dr. Jekyll/Hyde	12	29
Dance Aerobics	10	19
Deadly Towers	10	22
Defender II	10	19
Desert Command	18	34
Defender/Crown	20	34
Dino Riki	18	34
Donkey Kong	12	24
Donkey Kong Jr.	12	24
Dnky Kg Jr Math	18	36
Donkey Kong 3	13	26
Donkey Kg Clas.	13	26
Double Dragon	16	32
Double Dragon II	27	48
Double Dribble	10	22
Dragon Power	13	24
Dragon Warrior	18	34
Duck Hunt	10	29
Duck Tales	20	38
Elev. Action	20	39
Empire City		
Excitebike	10	19
Faxanadu	18	32
Fester Quest	18	34
Fighting Golf LT	12	28
Fist/North Star	16	32
Flying Dragon I	20	39
Freedom Force	10	22
Friday the 13th	10	22
Galaga	10	22
Gauntlet	10	24
Genghis Khan	26	48
Ghost & Goblins	10	19
Ghost Busters	16	34
Goal	18	34
Godzilla	19	38
Golf	10	19
Golf Pebble Bch	12	21
Golgo 13	12	24
Goonies II	10	22
Gotcha	10	19
Gradius	10	19
Grand Prix	16	27
Guardian Legend	16	32
Guerilla War	16	29
Gum Shoe	14	28
Gunsmoke	10	19
Gyruss	12	24
Heavy Barrel	18	28
Hector Vector	18	28
Hogans Alley	10	19
Hollywood Spgs.	16	29
Hoops	15	29
Hydlide	16	29
Ice Climber	18	36
Ice Hockey	10	19
Ikari Warriors	10	19
Ikari Warriors II	10	19
Indiana Jones	14	28
Iron Sword	26	48
Iron Tank	10	19
Jackal	10	19
Jaws	10	19
Jeopardy	16	29
Jeopardy Jr.	18	34
John E. Qtrback	10	24
Jordan vs. Bird	18	33
Joust	10	19
Karate Champ	10	21
Karate Kid	10	19
Karnov	10	24
Kid Icarus	25	45
Kid Kool	18	32
Kid Niki	18	36
King Knight	16	32
Kung Fu	10	19
Kung Fu II	20	32
Kung Fu Heroes	13	26
Legacy/Wizard	14	28
Legend of Kage	10	19
Legendary Wings	10	19
Life Force	10	18
Lode Runner	20	38
Lunar Pool	20	38
Mach Rider	10	24
Magic Shahrazad	18	28
Magmax	$10	$19
Maj Lg Baseball	10	23
Marbel Madness	18	34
Mappy Land	12	25
Mario Bros.	25	48
Marvels Xmen	20	35
Mega Man	25	48
Mega Man II	18	33
Metal Gear	10	19
Metroid	18	34
Mickey Mouse	12	26
Mghty Bmb Jack	20	38
Millipede	11	23
Milons Sec Castl	12	26
Mission XX	16	28
Monster Party	18	34
Muscle	16	31
Mystery Quest	14	28
Natl Football Lg	18	34
Nightmare Elm St	21	32
Ninja Gaiden	17	32
Ninja Kid	16	31
Ninja Taro	16	27
Nobun. Ambition	20	38
Operation Wolf	14	27
Othello	10	19
P.O.W.	18	34
Pacman	10	19
Paper Boy	16	29
Password	18	28
Pinball	10	19
Platoon	10	19
Popeye	20	38
Predator	20	39
Price is Right	21	32
Pro-Am Racing	10	19
Pro Wrestling	14	28
Punch Out	18	36
Q-Bert	10	19
Racket Attack	14	27
Rad Racer	14	28
Raid Bungl. Bay	10	19
Rambo	10	19
Rampage	16	28
RBI Baseball	10	24
Renegade	12	25
Ring King	16	29
Road Runner	18	29
Robo Cop	21	32
Robo Warriors	15	27
Roger Rabbit	20	36
Rollerball	20	34
Rolling Thunder	16	31
Romance/3 Kings	26	48
Rush 'N Attack	10	19
Rygar	10	19
Secret Castle	16	34
Section Z	10	19
Seicross	14	27
Sesame Str 123	10	19
Sesame Str ABC	10	22
Shinobi	16	31
Shooting Range	10	19
Side Pocket	50	95
Skate Or Die	11	22
Sky Kid	20	38
Sky Shark	18	34
Slalom	16	31
Soccer	20	38
Solomons Key	20	39
Speed Rumblers	10	19
Spelunker	16	31
Spy Hunter	10	19
Spy vs Spy	10	24
Sqoon	26	48
Stadium Events	10	19
Star Force	10	19
Star Force II	20	32
Star Soldier	14	28
Star Voyager	10	19
Stinger	16	31
Strider	18	36
Super Dodge Ball	18	34
Superman	16	31
Super Mario I	10	19
Super Mario II	20	36
Super Pitfall	20	38
Super Sprint	16	31
Super Star Force	16	27
Super Xevious	16	27
Taboo 6th Sense	10	19
Tag Team Wrestl	16	31
Tecmo Baseball	16	28
Tecmo Bowl	20	38
Tennis	10	19
Terminator	18	34
Terra Cresta	18	32
Tetris (Tengen)	20	49
Thunderblade	14	25
Thundercade	16	27
Tiger Heli	10	19
Titan Warrior	16	27
TMNT (Turtle)	20	38
Top Gun	10	19
Touchdown Fever	16	27
Town & Country	10	19
Track & Field	10	19
Track & Field II	12	27
Trojan	10	19
Ultima	30	49
Urban Champion	10	19
US Golf	16	27
Vegas Dream	25	42
Vindicators	16	27
Volleyball	20	38
Wheel/Fortune	16	31
Wild Gunman	10	18
Willow	18	36
Winter Games	12	22
Wizards/Warriors	12	23
World Games	12	23
World Runner	10	19
Wrecking Crew	14	25
Wrestlemania	16	29
Xenophobe	10	19
Xevious	10	19
Zanac	16	31
Zelda	18	34
Zelda II	14	29
Zeta Gundam	16	27
Zombie Master	16	27
Power Glove	30	49
Control Deck	35	60
Sega Genesis	(NEW)	$188
We carry all the new Sega Genesis games		

WE ALSO SELL NEW GAMES. CALL FOR PRICING. (Due to a 3 month lead time to place this ad, our sell or buy prices may be different and some games may not be released by the manufacturer yet.)

NO MEMBERSHIP REQUIRED **VIDEO STORE CALLS WELCOME**

MasterCard VISA

WRITE TO: OR CALL TODAY: (612) 541-9021

FUNCO, INC.
"The Fun Company"
3233 Gettysburg Court
New Hope, MN 55427

QUICK DELIVERY

To Purchase: Send check or money order to **FUNCO, INC.**, 3233 Gettysburg Court, New Hope, MN 55427. Add $3.50 Shipping plus 50¢ per game. Add $1.00 per title if ordering by credit card.

All games come with a 90 day warranty.

To Sell Us Games: Call us first for current prices. All accepted games are **paid within 48 hours** of receipt of games. Prices based on game, instructional manual, and original box. Subtract $1.00 for missing manuals. Call for prices if missing original box.

We Reserve The Right To Refuse Any Purchase Or Sale.

CIRCLE #142 ON READER SERVICE CARD.

continued from page 108

unauthorized software, games began appearing without that familiar seal. Nintendo's stated policy on this question is that the only way to avoid a repeat of the Great Video-Game Crash of '83 is to tightly regulate the type and number of games produced for the NES.

In any case, the lack of a seal is not a reflection on the game's intrinsic quality, merely of the publisher's status vis-à-vis Nintendo.

question

Will Coleco ever get back into the video-game race?

—Darin Norberg
Canada

answer

As a very smart secret agent once observed: "Never say never." However, the chances of Coleco returning to the video-game wars, at least for the immediate future, are slim or none. (Slim may have already left town.) The last we heard, Coleco had filed for bankruptcy.

question

Being a fan of the new 16-bit systems, I have a question: For all of the awesome 16-bit power of the Genesis, it seems no more powerful, at least on paper, than the TurboGrafx-16. They both have identical palettes and graphic resolution, and while the Genesis has five more stereo voices, it seems to me there should be more of a difference between the two. After all, the TurboGrafx-16, under all of the special chips, is still essentially an 8-bit unit. What gives?

Also, I have read much about the Japanese version of the Nintendo Entertainment System—the Famicom. Is there a Japanese version of the Sega Master System?

—Noel Affonso
Honolulu, Hawaii

answer

In defense of the TurboGrafx-16, remember that it is basically the PC-Engine, a system that's been used in Europe for several years. As to there being a Japanese version of the Sega Master System, as far as I know, there is none. Unlike the NES, which existed (as the Famicom) in Japan for some time before coming to America, the SMS was produced solely for the American market.

The sun setting on the distant horizon tells me it's about time for the old Doc to wander over to the hot tub and soak his battered ego. Next issue: sources for Vectrex games, the difference between MicroVision and the Blockbuster and much, much more. Remember to send all material to The Game Doctor, 330 S Decatur, Suite 152, Las Vegas, NV 89107.



CIRCLE #143 ON READER SERVICE CARD.

IMAGINE THIS ARCADE HALL OF FAME...



IN YOUR OWN HOME!

Take one look at the titles here and you'll recognize them as a dozen of the greatest arcade games ever. All-time favorites like *ROLLING THUNDER,™ AFTER BURNER,™ SUPER SPRINT,® RBI BASEBALL™* and *GAUNTLET.®* Now they're ready for play on your Nintendo Entertainment System®! Every Tengen game is a faithful conversion of the original arcade hit. You get all the heart-pounding action, the stunning graphics, the dynamite sound effects. Go with Tengen and you're playing with only proven blockbuster winners. Get Tengen games today and turn your home into an arcade hall of fame!



Tengen's products are designed and manufactured in the U.S.A. by Tengen. They are not designed, manufactured, sponsored, or endorsed by Nintendo.®

TENGEN

ARCADE HITS THAT HIT HOME

1623 Buckeye Dr., Milpitas, CA 95035 (408) 473-9400

ROLLING THUNDER: TM and ©1986, 1989 Namco, Ltd. **SUPER SPRINT:** ® Atari Games; ©1989 Tengen, Inc. **AFTER BURNER, SHINOBI, ALIEN SYNDROME:** TM & ©1987, 1989 Sega Enterprises, Ltd. Manufactured under license from Sega Enterprises, Ltd. **GAUNTLET:** ® Atari Games; ©1988 Tengen, Inc. **R.B.I. BASEBALL:** TM Atari Games; ©1989 Tengen, Inc.; ©1986, 1987 Namco, Ltd. **VINDICATORS:** TM Atari Games; ©1988 Tengen, Inc. **XYBOTS:** TM Atari Games; ©1989 Tengen, Inc. **INDIANA JONES AND THE TEMPLE OF DOOM:** TM Lucasfilm, Ltd. (LFL). Used under license. ©1985, 1988 LFL and Tengen. All rights reserved. **ROAD RUNNER:** TM & ©1989 Warner Bros. Inc. Used by Atari Games Corp. under license. All rights reserved. **PAC-MAN:** ® and ©1980, 1984 Namco, Ltd.
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

CIRCLE #144 ON READER SERVICE CARD.

NOW AVAILABLE FOR NINTENDO™

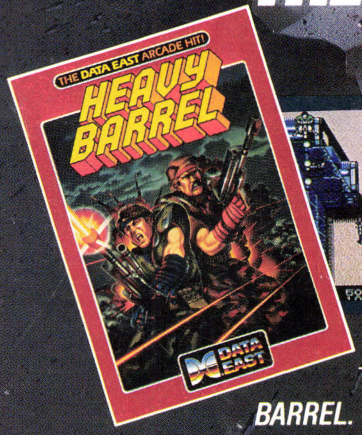
HEAVY BARREL

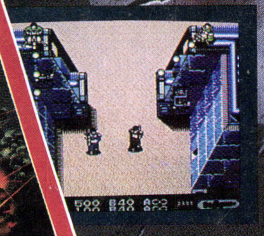
LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

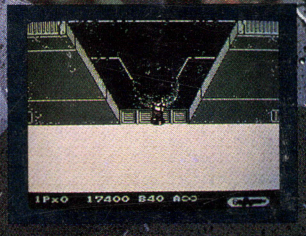


THE ULTIMATE WEAPON WILL BLOW YOU AWAY.

Official Nintendo Seal of Quality™









It's the ultimate weapon. The one they call ***HEAVY BARREL***. It's the only thing that can stop an ugly assortment of terrorists who are holding the world hostage with a cache of nuclear goodies they fully intend to use.

The problem is that ***HEAVY BARREL*** is in six pieces carefully hidden in a heavily guarded armory. What you have to do is get in, find and assemble ***HEAVY BARREL***, then do what any red-blooded American would do when faced with the end of the world. But hurry. The clock is ticking. The terrorists are ticked off. And you've got a job to do.

HEAVY BARREL. It blew you away in the arcades. And now Data East is bringing this arsenal of action home.

DATA EAST®

Data East USA, Inc., 1850 Little Orchard St., San Jose, CA 95125 (408) 286-7074

© Data East USA, Inc. Heavy Barrel is a registered trademark of Data East USA, Inc.

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

CIRCLE #145 ON READER SERVICE CARD.